

A fan product for

GURPS®

Fourth Edition

Animal Spells for GURPS Magic™



by John Shimmin

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Animal Spells for GURPS

A wildly unofficial fan supplement by John Shimmin

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Version: 1.0

Introduction

Early magic and religion centred on humanity's place in the natural world. Hominids scrabbling for survival in a world of fierce beasts and scarce resources found methods to ward away predators and find prey. Those that seemed to work fossilized into rituals, explained by the work of spirits and mysterious powers. As society evolved, they grew more complex, developing into traditions rich in lore. Because of their importance, these rituals were often guarded, passed on between tribal and spiritual leaders. Hunter-gatherers kept their knowledge behind initiations into adulthood or secret societies, and many still do. Awe at the power and gifts of wild beasts, and hunting rites based on sympathetic magic, led to the concept of shape-shifting.

With domestication of animals, a new type of magic evolved: rituals and charms to protect them from theft or illness, to find a straying sheep, to calm a frightened horse.

In a fantastical world, animal spells are known to tribal chiefs, skilled hunters, witches, and cunning folk. Fantasy "druids" know the secrets of beasts, and often venerate them alongside other natural mysteries. In horror stories, these spells are used by murderous hunters of "the most dangerous game", by sinister pet owners, and by shamans, witches, and more authentic druids. Werewolves of the traditional sort - magicians, rather than bestial killers - may rely on these spells. Urban fantasy and cyberpunk feature "urban druids" and "street witches" who wield these spells to spy through pigeons' eyes, or summon rat swarms to distract the guards during a heist.

About GURPS

If you're reading this, you are either already familiar with **GURPS**, or making some very peculiar choices with your reading material.

About the Author

John Shimmin is a member of the clade Animalia, but has no particular magical talent. Fascinated at an early age by David Attenborough documentaries and the wildlife books of Gerald Durrell (not to mention the adventure stories of Willard Price), his ambition to be a zookeeper only fizzled out on encountering the cold, merciless, biochemistry-centred reality of higher education.

Thanks to A.J. "Dr Bob" Kear for advice on animal behaviour and animal-human interactions.

What is an Animal?

To modern biologists, “animals” are the Animalia: a group of multicellular organisms that lack cell walls and must obtain energy by ingesting organic matter. They develop from embryos in distinctive ways. Most animals breathe, move freely, and reproduce sexually. They also exhibit sentience; in **GURPS** terms, an IQ score.

In everyday usage, “animal” usually refers to creatures visible with the naked eye. It often contrasts with “fish”, “bird”, or “insect” to mean a mobile, terrestrial organism with an internal skeleton. Many creatures that biologists consider animals are excluded: clams, sea sponges, jellyfish, worms, and other uncharismatic species.

Tricky Definitions

Identifying large, mobile creatures that consume other organisms, react to their environment, and have definite *behavior* as animals is easy. The difficulty emerges with edge cases: microscopic beings, or sessile creatures with unfamiliar anatomy. Corals and sponges seem more like plants or fungi. In settings without genetics or advanced microscopy, nobody may know otherwise.

Scientifically speaking, humans are animals, historical controversies aside. Culturally speaking, everyday usage of the term contrasts “human” and “animal”; referring to humans as animals is often perjorative.

Non-human sapient life may not be animals in either sense, evolving from obscure branches of the tree of life; or, in the case of aliens, entirely different trees. Some fantastical settings treat dwarves and elves as children of spirits.

In **GURPS** terms, “animals” usually excludes humans. *Speak With Animals* is not a universal translator, and *Frightens Animals* does not alienate humans. Spells of the Animal college only apply to nonsapient animals.

The Specialized modifier for Possession (**GURPS Powers**, p. 68) treats Humans as a subset of Mammals, and that as a subset of Animals. This is consistent with the approach of Detect, Accessibility, etc. However, in **GURPS Psionic Powers**, the Animal Telepathy powers use Specialized, Animals to *exclude* humans. This may be an oversight; at a minimum, it requires clarity from the GM.

Types of Animals

By default, **GURPS Magic** divides animal life into five categories: Birds, Fish, Mammals, Reptiles (including amphibians), and Vermin. These represent the common-sense divisions found in many cultures.

Even these can be awkward. Early scholars describe whales as fish, and local rulings about fasting in Lent saw capybaras, muskrats, alligators, and puffins classified as fish (the beaver legend seems apocryphal). For clerical mages, spells might follow doctrine, not science.

Suggested alternatives include Air/Land/Sea, or a more taxonomic classification. The latter, or any scheme with a large number of categories, tends to mean that mages will simply not learn spells for the more obscure types of animal. This is not necessarily a drawback; it may create interesting opportunities for a highly specialist mage, or mean that potent secrets lie undiscovered because nobody has bothered to learn to shapeshift into an obscure taxon.

Animals might be assigned to elemental groups, based on the local cultural paradigm. Heat-loving creatures, and

those with bioluminescence or appropriate coloration, might be treated as “fire”. Those with poisons that give a burning sensation might also join this group, along with creatures whose movement is reminiscent of dancing flames or swirling smoke.

Religious classifications are also possible, based on complex features of animals’ behavior and diet. For example, those that wash in water and eat “wholesome” food may be Favoured, those that consume blood or “foul” matter considered Unclean, and the rest as Lowly. They might also be associated with different deities, particularly for clerical magic.

Hybrids

GURPS Magic introduces the concept of “hybrids”, unnatural creatures that blur the boundaries of animal life. Examples are gryphons, chimaeras, or wolpertingers. Species within the same category - two reptiles, for

example - are *not* considered hybrids. Unclassifiable species can also be treated as hybrids. Special spells are required to influence hybrids.

It is left to the GM's discretion whether animal-specific abilities affect hybrids. If they do not, the Advantages section later in this book offers enhancements for Animal Empathy and Speak With Animals. In campaigns with many hybrids, Accessibility or Specialized limitations restricted to animals are worth more.

The examples given are mythological, but hybrids in fiction often result from weird science, mutation, or genetic modification. Real-life creatures like transgenic goats that produce spider silk proteins, or bioluminescent rodents, could be considered simple hybrids.

The classification system in use determines what is considered a hybrid. If Air/Land/Sea is the paradigm, then a dolphin-headed cow is a hybrid, while a dog-headed snake is not.

Initial impressions of unfamiliar species draw on familiar ones, and tend to sound like hybrids. Travelling mages might treat an unfamiliar species as hybrids, before learning to view them as just another sort of animal. To model this, require Hybrid spells for novel species. For a gentler approach, apply the familiarity rules (p. 169) to spellcasting.

Mythological Animals

Mythology is full of wondrous animals. At the lower end, they are implausibly large and cunning, like the Erymanthian boar. More fantastical beings drip with lethal poisons, live comfortably in fires, have iron-hard skin, or bizarre reproductive habits. Extreme examples like the phoenix are obviously magical, closer to spirits or gods than living beasts.

In campaigns where these mythological beasts are prominent, the GM must decide how far Animal magic can influence them. If it has no power over a basilisk or water-bull, the college is weakened - particularly as mythological animals generally take roles that would otherwise be filled by their mundane equivalents, rather than supplanting a humanoid foe.

Note that many *real* species were once treated as mythological by scholars from other cultures: okapis, gorillas, Komodo dragons, kangaroos, and colossal squid.

Alien Beasts

Assuming life arose independently on other worlds, it would be unrelated to earthly life. From the viewpoint of modern science, these would not be Animalia, no matter how similar they appeared. In a setting where all life was imagined into being by the gods, this isn't necessarily the case. In sci-fi universes where Earth and other worlds were "seeded" by ancient starfaring civilisations, alien life may be our distant relatives - or *close* relatives, with only minor evolutionary tweaks.

What happens when Animal magic encounters life from another world? For mages used to earthly life, "animals" with very different biology, behaviour, and even spiritual origin could be a challenge.

The Control and Shapeshifting spells already require specialisation by species. For other spells, mages could be required to specialise by ecosystem. This can be applied at the level of Magery, or by individual spells. Familiarity penalties are another option. ***Earth Spells for GURPS Magic*** offers several ideas that can be adapted for Animal spells.

Alternatively, animal mages might need Biology (Mars) at IQ or better to handle Martian wildlife. This represents a solid grounding in the nature of these "animals", and suits a scientific approach.

IQ is vital in determining which species are subject to Animal spells. Are the xenomorphs from *Alien* bestial, or intelligent in a way wildly different from humanity? Before answering, consider: are you prepared to deal with animal mages shapeshifting into xenomorphs?

New Creatures

In any setting with fictional animals and Animal spells, the GM must determine which category these creatures fall into.

The same applies to prehistoric life: common ancestors might be affected by *either* Control Mammals or Control Reptiles, but what of extinct sister branches like the Dicynodonts? Most importantly for many cinematic time-travel or "lost world" games, what spells does a mage need to influence dinosaurs? Only a narrow group were ancestral to modern birds.

Portraying Animals

Animals in **GURPS** have Cannot Speak, Hidebound, and a fixed IQ, plus either Bestial or Social Stigma. The vast majority also have Cannot Speak. This is usually sufficient, but other details become important when animals interact with human society. In particular, once animals can communicate (through Beast Speech or Speak With Animals) their personality becomes relevant. This is also important for animal Allies and Dependents.

In realistic modern cultures, animals are considered less important than humans and their lives are less valuable. Most animals have no property, making them Dead Broke, and few legal rights. Social standing is usually -2. They cannot use technology, giving effective TL0.

The Price of Life

This varies across cultures, particularly where there is a subjugated underclass with minimal rights. In these cases, who *owns* the animal - and the human! - are key factors in their relative importance. A samurai or medieval knight might kill their own serfs with impunity, and face minor punishment for killing a serf under someone else's lordship. Killing a valuable horse is another matter.

Laws aside, actual belief will vary. In an emergency, a lord might save his horses rather than his serfs. The serfs are unlikely to make the same decision! On the other hand, in a culture which genuinely venerates certain animals, even a bystander might rush to save a sacred horse at the cost of their own life.

Social Life

Once they need to interact with humans beyond an encounter in the wilderness, even wild animals should have some form of Social Stigma. Dangerous-looking animals have Social Stigma (Monster), and most others have a variation of Minor: they are barred from many locations and humans don't deal with them on an equal basis. In most cases, this is justified. Animals do not behave like humans, do not understand cultural norms, and can't be reasoned with or even communicated with. People may like cats, ravens, or horses (perhaps more than they like other humans), and consider them equal on an ethical and spiritual level, but very few humans truly believe they are *socially* equal in practice.

Dominance is important in both solitary animals (which compete for territory) and hierarchical packs. This might be Bully (Only own species) (p. B125). Some species

bully smaller animals that compete with them or scavenge their food, while clever species like corvids play tricks on other species.

In general, prey animals are skittish and wary. This might be a form of Loner (p. B142) that excludes their own species, Intolerance (p. 140), or limited Paranoia (p. B148). Herd animals have Gregarious (p. B126), while solitary creatures have Loner.

While predators sometimes kill more than they need or toy with their prey, this isn't deliberate cruelty. In *sapient* animals, this might become full-blown Sadism (p. B152).

Intellect

Animals cannot read, write, or understand any but the most realistic images. They effectively have Dyslexia (p. B124) and Non-Iconographic (p. 146). Many animals *can* distinguish small numbers, and some are capable of addition; none of this is sufficient to avoid Innumerate (p. B140).

The majority of species have Short Attention Span (p. B154) plus a limited Absent-Mindedness (p. B122) - animals can't afford to lose track of their surroundings! Impulsiveness (p. 139) is normal for animals, who *can't* debate or plan. Many will overeat if given the chance, which is Gluttony (p. B137).

Animals often fixate on behaviours that humans have no interest in, from howling to scent-marking to licking creosote off fences. This justifies Compulsive Behavior (pp. B128-9).

Even aggressive animals rarely fight their own species unless the outcome is in doubt. A large, powerful stag and a weaker rival don't bother fighting; they know who will win, so why waste the effort? This could be a limited Cowardice or Pacifism. The possibility of *social* conflict may have unforeseen consequences.

Speaking With Animals

Communication requires either Speak With Animals, magic, or folkloric talking animals. This permits social interaction, and makes a new range of traits relevant.

Fairy tale animals are sapient, and have human-like personalities. Species stereotypes are the norm: lions are brave and proud, mice are timid, weasels cunning and cruel, toads stolid, donkeys foolish and stubborn. All these vary by culture and era: the image of wolves has changed from savage killer to wise hunter over the centuries, and the "noble" stag was once considered cowardly. Snakes

are considered wise guardians in parts of Asia, but evil schemers in the Christian-influenced West.

For ordinary animals, human ideas of social interaction are meaningless. All should have Clueless (p. B126), Oblivious (p. B146), and No Sense of Humor (p. B146). Gullibility (p. B137) and Truthfulness (p. B159) are usually appropriate, at least until the animal has time to learn the concept of “lying”. However, but intelligent and social animals use deceit, from fake alarm calls to secure more food, to concealing courtship from rival males. Easy to Read (p. B134) may be appropriate, applying to the same species and to anyone with the appropriate Animal Handling or Biology skill.

Animal tendencies to compete for food, territory, mates, and pack hierarchy easily translate into Selfish (p. B153). However, some pack animals protect each other with their lives, from vampire bats sharing blood to musk oxen forming defensive circles - this is Sense of Duty to a small group (p. B153).

Predators have Callous (p. B125) for their prey species. Animals tend to react to others’ suffering with fear rather than compassion, though many are empathic to their own kind.

Summing Up

A typical mundane animal dealing with human society has at least the following, plus the value of Low TL.

Absent-Mindedness (Not Perception, -40%) [-9]; Bestial [-10]; Cannot Speak [-15]; Clueless [-10]; Dyslexia [-10]; Gluttony (12 or less) [-5]; Gullibility (6 or less) [-20]; Hidebound [-5]; Impulsiveness (6 or less) [-20]; Innumerate [-5]; No Sense of Humor [-10]; Non-Iconographic [-10]; Oblivious [-5]; Short Attention Span (12 or less) [-10]; Social Stigma (various) [-10]; Status -2 [-10]; Truthfulness (always) [-12]; Wealth (Dead Broke) [-25]. -211 points.

This is information for the GM! These values should not be used for animal Allies, Contacts, or Dependents, unless they are regularly involved in complex social interactions with strangers where these disadvantages cause real difficulties.

Animals that achieve sapience can overcome many of these disadvantages with time and exposure to society, if the process that led to their increased IQ also allows wider mental development. Folklorific animals are not bound to them at all.

A sudden hush of awkwardness and constraint fell on the company. Somehow there seemed an element of embarrassment in addressing on equal terms a domestic cat of acknowledged dental ability.

“What do you think of human intelligence?” asked Mavis Pellington lamely.

“Of whose intelligence in particular?” asked Tobermory coldly.

“Oh, well, mine for instance,” said Mavis, with a feeble laugh.

“You put me in an embarrassing position,” said Tobermory, whose tone and attitude certainly did not suggest a shred of embarrassment.

Saki — “Tobermory”

Beast Magic

Animal Magic and Others

The College of Animals encompasses spells that control minds, warp bodies, and reveal the secrets of the animal world. Other replicate unusual abilities of animals. This makes it thematically strong, but unfocused. Different aspects of Animal magic seem closer to Communication & Empathy, Body Control, Knowledge, or Mind Control

The relationship between Animal magic and other schools depends on the campaign's treatment of magic and magic-users - and of animals. Animal mages may be noble inheritors from an age when humans were at one with nature, or has-beens clutching at outdated practices unfit for the modern magical age. The following are sample paradigms for the place and affiliations of Animal magic.

Niche Magic

Devoted animal mages know a disparate array of spells clustered around the theme of animals. They can alter bodies, but only to assume animalistic forms; they can influence minds, but only those of beasts. They dominate a niche, and have little ability to act beyond it.

Societies could view this specialization as impressive, proving an ability to fuse disparate magics into a cohesive practice. This is most likely in cultures where wizards tend to stay within a single college: an animal mage who displays mind-control, borrows a cat's vision to see in the dark, and finds a missing child by scouting through the eyes of ravens shows an impressive range compared to the mage who can conjure thirty different types of fire. Moreover, the fact that animal mages can only control *animal* minds is reassuring.

If wizardry resembles academia, a specialist niche may be respected as much as the narrow focus of a PhD. This is less likely in settings where high Magery and IQ are easy to obtain, as this encourages breadth (and a single point in each spell).

Elsewhere, the limitations of animal spells may lead to derision. Self-respecting mages spurn mind-control that doesn't work on *worthwhile* subjects, and why turn into a bird when a Magic Carpet spell is far more dignified? This is more likely in urbanized cultures with strong social divisions, as animal mages will tend to fall into the rural class, which is usually low-status.

A School Perspective

Animal magic is most clearly allied to Body Control, Communication & Empathy, and Mind Control. The former shares an interest in altering physical form, so mastery of both disciplines offers breadth of options and synergy. The latter two are focused on mental influence; a mage who is used to connecting or tampering with animal minds can smoothly progress to sapient, and this is fairly common in fiction. Equally, a wizard trained to deal with human minds can see the value of extending to animals. In either case, the mage can use familiar approaches and tactics with a broader group of subjects, making it a tempting option. For the mind-controller, Animal spells also offer a cover story if Mind Control is forbidden.

Dealing with animals often involves the outdoors. This creates a pragmatic link to Plant and Weather spells, whether to survive wilderness adventures or to provide suitable conditions for livestock.

Medicine is historically linked to animals. Keeping livestock and working animals healthy is essential, and medical research also relied heavily on animals. This connection may extend to magic, and a close connection between animal and healing magics.

Animal mages have little to do with more abstract colleges like Enchantment, Gate, Illusion & Creation, or Technology.

The Primal and the Civilized

In another paradigm, Animal spells and other natural magic contrast with spells of artifice and manipulation. Druidism and witchcraft are often divided from scholarly magic, both in methods and philosophy.

A sample paradigm would see Air, Animal, Fire, Food, Healing, Plant, Water and Weather spells as 'primal' magic, while Communication and Empathy, Gate, Illusion and Creation, Making and Breaking, Mind Control, Protection and Warning, Sound and Technological spells would be the preserve of 'civilized' mages.

Other colleges fall between the two: both disciplines make use of Body Control and Movement in their own ways, while both might traditionally shun Necromantic spells – at least officially.

Variant Magics

GURPS Thaumatology (pp. 99-100) introduces mana organs: animal parts that can augment magic. An animal mage's apprenticeship might include knowledge of these organs; specialist studies in a wizardly school may do the same. Use an Extra Option perk (**GURPS Power-Ups 2: Perks**, p. 20) to grant access to these rules, even if they aren't in common use in the campaign – perhaps limited to Animal spells only.

Disadvantages like Vow (Veganism) prevent use of mana organs, *unless* they are scavenged harmlessly (like shed feathers) or actively volunteered by the animal. Animal mages are otherwise well-suited to obtaining mana organs, which need not involve harming the donor; veterinary mages can extract bezoars harmlessly, for example. They may even breed animals specifically for this purpose.

In theory, mages can use Healing magic to repeatedly harvest and regenerate organs from living animals. Besides affecting game balance and economics, this influences the tone of the setting. A GM wishing to avoid this can ensure the cost of healing exceeds the value of the organs, or rule that regenerated organs lack the “virtue” of the original. If it is cruel and depraved, it could bestow Corruption (**Horror**, pp. 146-148).

If using ritual space (**GURPS Thaumatology**, p. 128) Animal mages seek out places associated with the animal in question. These are usually dens, feeding grounds, or breeding sites.

Druidic Power

Power Investiture (Druidic) for the stereotypical fantasy druid includes most Animal spells, as well as Plant, Weather, and a few others. These can follow the standard prerequisites, but Tree Magic (**Thaumatology**, pp.42-48) is a thematic variant. Druids with an animal focus are also good candidates for totem spirits; see **GURPS Powers: Totems and Nature Spirits**.

Using Animal Magic

The College of Animals can seem crude and limited, particularly in high-technology urban campaigns where animals play a limited role. This needn't be the case, though.

For example, Beast Summoning can summon all creatures of a certain type in a 10-mile radius for the cost

of 6 FP, plus 4 FP per minute, at their normal speed. Unimpressive? Consider that one million wasps inhabit each square mile of Britain, and that with a flight speed around 10 mph, you can expect 87,270 wasps to arrive within the first minute. Many problems can be solved by the arrival of 87,000 wasps. While controlling 87 swarms (p. B461) presents a challenge, their presence alone is a powerful distraction.

Animal spells fall into several groups.

Control

Spells that influence animals are potent in low-tech worlds. They keep pests and predators at bay, and allow mages to control, hinder, or enhance the “vehicles” and “machines” of the setting. In urban settings, they are useful for espionage - cats and birds go unnoticed, guard dogs watch over protected sites, and pets can overhear all kinds of useful information. Everyday uses include quieting the neighbour's excitable dogs, or discouraging wasps from nesting in the attic.

Information

Several new spells reveal information about animals, from diet to reproductive cycle. These are useful for research in any era. For explorers and adventurers, they grant quick insight into the ecosystems around them - and into potential threats. Even in urban settings, spells like Discern Territory, Glimpse Animal, and Return Stray can give useful clues.

Animalism

These spells bestow animal traits. Borrowing night vision or a keen nose can be useful in any setting. In high-tech worlds, technological alternatives compete with these spells. However, magic can be more discreet, harder to confiscate or block, and offer abilities that only invasive surgery and expensive implants bestow. Full-blown shapeshifting has many uses, from subterfuge to finding people trapped under rubble. Even if turning into a kodiak bear isn't strictly *better* than TL-appropriate combat gear, it generally offers the advantage of surprise.

He cooled, thinking, “I will use a spell.” So he touched the lips of an animal with the waters of Paravid, and the animal prated volubly in our language.

George Meredith — “*The Shaving of Shagpat*”

Animal Mages

An *animal mage* is anyone who knows more Animal spells than spells of any other college, with a minimum of five Animal spells. Animal mages often have a relevant Talent (p. 14), and a disadvantage worth -10 points from the *Beastly Magicians* (p. 16) or *The Animal Lover* (p. 17) lists.

Animal mages need not actually like animals, let alone aim to protect them. At low TLs, pragmatism is reason enough to learn these spells. Power over “lesser” beings might lead a wizard to view them as tools, to be used and replaced as convenient. Use Callous (Only animals, -40%) to represent this (see below). In extreme cases, this leads to Megalomania (p. B144) or Sadism (p. B152).

Species of Animal Mage

An adventuring animal mage has a patchwork of spells to deal with emergencies, from Master to Shapeshifting. More specialist mages learn a subset of related spells, augmented by other colleges.

Beast-Talker

Communication with other species is the priority for these mages, who have Animal Empathy and Speak With Animals. They can work as scouts, performers, or researchers, but living in the wild is far from rare. Their spellbooks contain Beast Summoning, Evoke Animal, Eyes of the Flock, and Perceive Hierarchy. Most learn Communication & Empathy spells.

Huntmaster

A huntmaster wields magic to track, hinder, capture, and slay wild creatures. They learn Animal Lure, Beast Seeker, Daze Animal, Decipher Marking, and Glimpse Animal. Subsistence hunters add Food spells. Those who use steeds, hounds, or falcons add Beast Speech, Rider, and Beast Link.

Skin-Shifter

Many magical traditions include animal transformation, whether to travel swiftly, to sneak about unnoticed, or to slay and devour innocent neighbours. Skin-shifters learn Borrow Senses, Evoke Animal, and Sheep’s Clothing on their way to Shapeshifting. Beast Possession is a common sideline. Pragmatic skin-shifters add Lighten Burden and Long March; malevolent ones learn curses!

Shepherd

Both pastoral societies and conservation work have use for a mage who guides and guards animals. A shepherd knows Beast-Soother, Beast Seeker, Control Herd, Herd-Soother, Hide Animal, and Protect Animal. Animal Avoidance is useful for deterring predators. Most also learn Healing spells. Call and Groom are likely.

Troubleshooter

Managing animals and their interactions with humans is important to fantasy druids, wilderness-dwellers, and conservationists. A troubleshooter learns Cure Maneater, Glimpse Animal, Return Stray, and the Herd spells. Hide Animals and Protect Animals are likely choices.

Veterinary Medicine

Veterinary magic merges the curative powers of Healing with the primal touch of Animal spells. The typical veterinary wizard is practical and blunt, used to patients who care nothing for social graces. Animal Handling and Veterinary skills are required. They know Analyze Genome, Balm, Beast-Soother, Beast Speech, Cleansing, Clear Digestion, Cure Disease, Expel Parasites, and Hold Fracture. Those dealing with horses learn Instant Restoration to handle broken limbs; the Equine Restoration perk is common.

After a while, with the parrot's help, the Doctor got to learn the language of the animals so well that he could talk to them himself and understand everything they said. Then he gave up being a people's doctor altogether.

Hugh Lofting — “*The Story of Doctor Doolittle*”

Advantages

For exotic and supernatural advantages, the Divine, Magic or Spirit origins are most appropriate to an Animal mage.

Ally and Ally Group

see pp. B36-38

Pets, familiars, adoptive animal parents, and friendly neighbourhood wildlife all have long fictional pedigrees. An animal mage who can call on *any* of the city's crows or cats has Ally Group (Summonable). Note the overlap with Beast Summoning.

Animal Empathy

see p. B40

This meets the Empathy prerequisite for spells, but only for casting on animals. For example, a mage who uses Animal Empathy to learn Fear can only affect animals; if he later learns Sense Emotion or Empathy, he can use Fear on any creature. Add Remote (*Powers*, p. 48) to "read" animals at a distance. This allows sensing the vibes of a whole area through the pattern of birdsong. If Animal Empathy has the Magical (-10%) limitation, Magery adds to the IQ roll.

Special Enhancement

Broad: Your Animal Empathy also works on hybrids (*GURPS Magic*, p. 29), as well as non-sapient mutant and genetically-modified animals. This is worth +20% if such creatures are rare (as in the real world), or +50% if they are widespread. The GM judges which beings are subject to your Animal Empathy.

Claim to Hospitality

see p. B41

Suitable for druids, wolf-raised foundlings, and wizards who make a point of befriending animals. The type and quality of aid animals can provide is limited by both their intellect and their basic nature: bears can offer a cramped lair to sleep in, while wolves might bring you meat (which you can roast yourself, if you wish), but rabbits can't do either. Still, many animals can lead you to viable resting-places or sources of food, especially if you can speak to them. If your chosen group is simply "animals", cost is based strictly on how far your influence extends; the lesser capabilities of animals are balanced by your access to aid and shelter in the wild, and the reduced scope of favors you may be asked to return.

For a more specific group, reduce the price based on the aid they can offer. Large, intelligent animals that can

help with food, shelter, and simple aid (such as bears, wolves, octopi, or apes) are worth -50%. Small, simple animals that can only lead you to helpful resources or huddle with you for warmth are worth -80%. If these animals are particularly abundant or widely-distributed (rats, pets, or domestic animals), halve these discounts. Note that some animals can't offer a meaningful Claim to Hospitality at all – there's little that worms or tortoises can do beyond let themselves be eaten, which is well beyond the scope of this advantage!

Danger Sense

see p. B47

Wizards in touch with the natural world may have this advantage with an Accessibility (Nearby animals) limitation. Birds tell you of nearby threats, cats dart from the shadows where an assassin lurks, and wasps buzz your face just before you step in front of a car. This is worth -5% if insects are sufficient, -10% for any vertebrate, and -20% for a smaller category (*GURPS Magic*, p. 29).

Magery

see p. B66

Urban and high-tech campaigns may rarely encounter animals, justifying a greater limitation value. For games set entirely in environments without animals – a lunar colony, for example – One College Only may be worth -60%.

Animal mages who depend on their bestial companions may take Magery (Granted by Familiar, -40%). If any nearby animal will do, use the Environmental limitation.

Patron

see p. B71

A zoological institute, farmers' union, or college of veterinary medicine might be Patron to an animal mage. One who treats racehorses could find herself under the mob's patronage, willingly or not. Religious mages may have a totem spirit or beast-god as their Patron.

In some genres, influential animals can be Patrons. To qualify, they must be able to help the hero out of trouble, give advice or help, and otherwise provide favours. A wise owl who advises the whole forest, or a clever flock of crows who provide intelligence, distractions, and the odd stolen ID card, might qualify. So does a regal lion or stag who turns up to frighten away the villains when all seems lost.

Rank, Reputation, and Social Status

see pp. B26-30

Traits bought for use with sapient rarely apply to interactions with animals, which have very different social models. Appropriate Reputations may be bought, treating “all animals” as a large class ($\times 1/2$ cost). Status may be bought for animals *instead* of your own culture; use this to represent membership in a *group* recognized by animals, e.g. priests of a beast-god.

Social Regard

see p. B86

In some stories, animals regard humans with unusual reverence or fear. Versions of this advantage may apply to those who can speak with animals. In this case, the benefits apply with animals, but *not* when dealing with humans.

Speak With Animals

see p. B87

While Beast Speech provides the same capability, this advantage is more convenient - but far more expensive. With the Magical modifier, it can represent knowing the spell well enough to maintain it effortlessly.

This advantage is expensive relative to its utility in many campaigns. Players can find ways to maximise its value: befriending pet-owners, talking their way past guard dogs, or establishing a network of rat and pigeon spies. Even so, the GM should consider giving a discount in games where animals play a minor role.

Talent

see p. B89

Where a Talent gives a reaction bonus with specific animals, this also applies to related supernatural beings, such as wolf spirits, hellhounds, or kelpies.

Animal Soul: Animal Handling, Body Language (Animals), Diagnosis (Animals), Falconry, First Aid (Animals), Hobby Skill (Any animal-related), Mimicry (Animal Sounds and Bird Calls), Professional Skill (Any animal-related), Packing, Riding, Veterinary. *Reaction bonus:* Animals and animal-lovers. *Cost:* 10 points/level. *Alternative cost:* 11 points/level.

Birder: Animal Handling (Birds), Falconry, Hobby Skill (Ornithology), Mimicry (Bird Calls)*, Observation (Nature), Photography (Nature), Stealth (Stalking Game). *Reaction bonus:* Birds and bird lovers. *Alternative benefit:*

+1/level on Per-based rolls to locate the source of a noise. *Cost:* 5 points/level. *Alternative cost:* 7 points/level. *This is an optional specialization of Animal Sounds and Bird Calls, making it an IQ/A skill.

Born Veterinarian: Animal Handling (any domestic), Biology (Zoology), Diagnosis (Animal), First Aid (Animal), Surgery (Animal), Veterinary. *Reaction bonus:* Former patients and animal owners. *Alternative benefit:* +1/level to HT rolls made by your patient to recover from one specific complaint if you treat it full-time for that problem, to the exclusion of other patients and ailments. *Cost:* 5 points/level.

Cat Fancier: Animal Handling (Felines), First Aid (Cats), Hobby Skill (Cats), Professional Skill (Cat Breeder, Cat Cafe Proprietor, etc.), Savoir-Faire (Cat Shows). *Reaction bonus:* Cats and cat lovers. *Alternative benefit:* +1/level on rolls to raise, train, and find suitable homes for cats. *Cost:* 5 points/level.

Horse Whisperer: Animal Handling (Equines), Body Language (Equine), Diagnosis (Horses), Games (Horse Racing), Sport (any equestrian), Veterinary (Horses). *Reaction bonus:* Horses, their owners, and fellow horse-lovers. *Alternative benefit:* None. Some people are exceptionally good with horses and fascinated by them. A reaction bonus models this well. *Cost:* 5 points/level. *Alternative cost:* 6 points/level.

Instinctive Hunter: Area Knowledge (Hunting territories), Body Language (any animal category), Guns (Rifle), Professional Skill (Big Game Hunter), Professional Skill (Hunter), Professional Skill (Trapper), Stealth, Tracking. *Reaction bonus:* Fellow hunters, former clients, impressionable youths. *Alternative benefit:* +1/level on rolls to identify individual animals you’ve encountered before and to preserve your kills. *Cost:* 5 points/level. *Alternative cost:* 6 points/level.

For lower-TL cultures, replace Guns (Rifle) with either Bow, Blowpipe, Sling, or Spear.

Wildlife Enthusiast: Area Knowledge (Local wildlife habitats), Current Affairs (Any, when related to wildlife), Hobby Skill (Birdwatching), Hobby Skill (Natural History), Photography (Animals), Tracking (Animals). *Reaction bonus:* Park rangers, zookeepers, conservationists and fellow enthusiasts. *Alternative benefit:* +1/level on Gardening and Farming rolls to encourage wildlife, and Architecture and Engineering rolls to design animal-friendly structures. *Cost:* 5 points/level. *Alternative cost:* 6 points/level.

Unusual Background

see p. B96

A common trope in mythology is the hero raised by wild animals, from Enkidu and Jangar to Mowgli and Tarzan. Without substantial “civilizing”, wild-raised characters should have Clueless, Oblivious, or Obnoxious Personal Behavior. Bestial or Stress Atavism are also justified by the Unusual Background.

Raised By Beasts: You were lost in the wilderness as a child, and animals took care of you until you reached adulthood. This justifies Animal Empathy and Speak With Animals, which should be bought at character creation. Consider taking Allies to represent your ‘parents’. Further animal Allies can be acquired in play. *5 points.*

Other traits justified by this background could include Acute Senses, Brachiation, Breath-Holding 1, Catfall, Discriminatory Smell, DR 1 (Tough Skin), Night Vision 1-3, Reduced Consumption (Cast-Iron Stomach), and Temperature Tolerance 1, depending on species and environment. In a “realistic” setting, Night Vision might be limited to the “altered baseline” version (**GURPS Powers: Enhanced Senses**).

If several unusual traits are required, the GM may increase cost to 10 points or more.

I Was a Rat: You used to be an animal! A wicked fairy might have hexed your parents. Perhaps you trespassed in the shrine of the beast-god, or fell into a cursed spring. In some settings, you may be an animal recently “uplifted” into human(ish) form by magic or weird science.

This justifies mental advantages common to those creatures: Animal Empathy, 3D Spatial Sense for birds or fish, Mimicry for parrots, Perfect Balance for climbing creatures. *Psychological* tolerance justifies High Pain Threshold, Reduced Consumption (Cast-Iron Stomach), and Temperature Tolerance 1. For humans, Discriminatory Hearing could be justified on grounds of attention, but not Discriminatory Smell. *5 points.*

Disadvantages

Dread of animals, Lifebane, or Revulsion to animals or their byproducts (droppings, feathers, etc.) are unsuitable for animal mages. The GM may rule that casting rolls are penalized by -1 for every full -5 points in the sum of these traits. They are highly appropriate for enemies of animal mages, particularly if high-tech or “civilised”.

Callous

see p. B125

The penalty extends to Animal Handling and Falconry rolls for animals who you have treated callously. The Intimidation bonus applies when forcing animals into obedience or using brutal training methods. Animals who have seen you mistreat others also use these modifiers; they lack humanity’s ability to compartmentalise.

A common variant is Callous (Only animals, -40%). You aren’t concerned about the feelings or welfare of animals, even if you treat fellow *humans* with kindness. The reaction penalty applies to animal-loving humans who know of your attitude, and anyone with Animal Empathy, as well as to animals as above.

Callous (Not animals, -20%) is available for animal-loving misanthropes. Grumpy forest-dwelling sages and the rake who only cares for his horse, his cat, and his revels should take this version.

Chummy

see p. B126

This disadvantage normally requires human (or equivalent) company, though animals bought with the Pet perk or Ally advantage should also qualify.

Animal mages may need the company of animals *rather than* people. This is generally more inconvenient for adventuring purposes. If animals are found wherever humans are, treat this as a +20% enhancement. In societies where animals are more segregated, or if a specific and inconvenient type of animal is required, this may increase to +40%, or even more. The GM determines what adjustment is suitable. As always, a disadvantage that is trivially overcome is worth no points.

Code of Honor

see p. B127

The following is useful for some animal mages.

Hunter’s: Be truthful (within cultural norms) about your skills and accomplishments. Hunt prey animals sustainably to support those who rely on them. Hunt down

any wounded animal you failed to kill. Dispose of remains responsibly so they do not draw scavengers where they may do harm or frighten the game away. Do not share hunters' trails and hunting-spots with those who might abuse them. Exercise discretion in who you allow to join a hunt, and take responsibility for their actions. -5 points.

Realistic animals lack the concept of honor. Folkloric animals are a different matter! Fairy-tale lions, horses, and the nobler sort of wolves often take pride in their honor.

Beastly Magicians

Mages who deal primarily with animals can become increasingly animalistic in their behavior and thought. This would justify Dyslexia (p. B134), Hidebound (p. B138), Innumerate (p. B140), No Sense of Humor (p. B146), and Stress Atavism (p. B156). Odious Personal Habit (p. B124) can represent lack of bathing, growling, eating like a wild beast, or rolling in filth; use the 15-point level for marking territory. A mage who lives with beasts can justify Bad Smell (p. B124) or any number of Odious Personal Habits.

In extreme cases, Bestial (p. B124) and Cannot Speak (p. B125) are appropriate – suitable mitigators or Accessibility limitations will help keep these playable. Failed casting rolls or low FP are possible triggers. Phobia (Humans) is rarely viable for player characters, but cats or dogs are suitable for mages with strong ties to prey species.

Animal mages may also take on a bestial appearance. Perks like Feathers, Fur, and Scales (***GURPS Power-Ups 2: Perks***, pp. 10-12) are an easy way to do this – in many campaigns these should be accompanied by Unnatural Appearance. Claws (p. B42) and Sharp Teeth (p. B91) don't depart too far from human norms, while Fangs (p. B91), Spines (p. B88), Strikers (p. B88), and Talons (p. B42) are hard to miss. Limited Camouflage (***Perks***, p. 11) is suitable for wild-living mages.

Compulsive Behavior

see p. B128

Fusses Over Animals: Any animal draws your attention, from a butterfly you watch for hours to the stray cat you're determined to pet. You're distracted whenever animals are in sight, and tempted by any opportunity to spend time with them. This functions as Short Attention Span while you're watching or interacting with animals, and as Greed when you're offered the chance to do so. You get a penalty (-1 per -5 points in this disadvantage

after the self-control multiplier) to resist when animals actively try to distract you or earn your trust. -5 points.

Dependent

see p. B131

Pets can be dependents, but require thought as to how they come into play as a source of inconvenience. If they only take up time and money, lowered Wealth may be a better option. Cats and dogs go missing easily, making them better options than goldfish. Wild animals that need constant help can qualify, forcing the character to confront poachers, return strays, or actively oppose plans to built on their nesting-sites. An interchangeable *group* of animals can persist as a Dependent, even if individuals are routinely killed off by the mage's enemies.

Disciplines of Faith

see p. B132

Most forms of this disadvantage can be given an animal spin. An ascetic may dwell among animals and, like them, spurn any possessions beyond a straw-lined lair. The monastic spends most of their time among wild beasts, whether as penance or as a model for contemplation. A deep ecologist (***GURPS Magic: Plant Spells***) can as readily patrol for animal life as plants.

Duty

see p. B133

Animal mages might owe Duty to a circle of fantasy druids, or the fey entities that taught them their secrets. Those who were raised by animals might owe a Duty to the wolf pack, the raven flock, or the ancient bear that raised them and whom they still hold in awe. Duty might call on them to drive off intruders, eliminate poachers, secure foodstuffs, or investigate a strange disease. Duty requires someone capable of assigning tasks, making it more suited to folkloric animals than realistic ones.

Consider Dependent or Sense of Duty as alternatives for more realistic animal friends.

Frightens Animals

see p. B137

Oddly appropriate for a mage who uses their power to exploit animals. It pairs well with Callous (Only animals). Combined with a Phobia of animals, it suggests a wizard who learned magic to compensate for the mutual aversion - or to fend off a constant stream of aggressive wildlife and unfriendly pets. Alternatively, Frightens Animals might *result* from their magic. This suits a mage who sees their role as "apex predator".

Pacifism

see p. B148

Though normally restricted to human-like foes, variants are appropriate for animal mages who see animals as sacred. It often accompanies Vow (Vegetarianism). For stereotypical druids, it may be part of a Pact limitation. Even without a religious element, it can represent a mage who simply doesn't want to hurt animals.

A complication is that different settings have widely varying relations to animals. Personally killing animals is expected for many historical cultures, but rare in modern urban societies. Sapient foes are a far more common and dangerous problem in most campaigns than animals - but in prehistoric, fantastical, or wilderness adventures that need not be the case. The GM must use discretion in pricing these variants.

In modern urban settings, forms of Pacifism (Animals) that only extend to "higher" animals - amphibians, birds, fish, mammals, and reptiles - are generally a quirk. Self-Defense Only (Higher Animals) is worth the full amount if dangerous beasts are widespread or everyone is expected to hunt.

Cannot Kill (Higher Animals): Triggers if a vehicle you are in strikes a deer or your cat brings dead animals home. You try to rescue injured animals and nurse them back to health. -10 points.

The severe penalties for *any* death justify a high value for Cannot Kill, even limited to higher animals.

Reluctant Killer (Animal Life): Covers *any* violence directed at small, fragile creatures; even catching a rabbit can lead to a fatal heart attack, and butterflies are trivially crushed. This is a plausible *realistic* disadvantage, and compatible with the standard version.

Self-Defense Only (Animal Life): applies even to biting insects unless *serious* harm is *expected* to result. -5 points.

Total Nonviolence (Higher Animals) requires preventing others from harming animals. As such, it's likely to accompany activism or religious outreach. This is worth the full [-30] in settings where aggressive animals are a serious threat, or where even trying to discourage harm to animals places you at serious risk. In most modern settings, it's worth [-5] and involves substantial effort in campaigning for animal rights, arguing with anglers, and so on. If it extends to insects, it's worth [-10].

Paranoia

see p. B148

Animal mages with this disadvantage suspect everyone they meet, only trusting animals not to betray them.

Of course, an animal mage's paranoia might logically *extend* to animals! Pigeons are watching them, the cows are mooing secret messages, and who ever heard of a cat that sits on a stranger's lap? This justifies doubling the cost in most settings, but you *must* roleplay it! Animals only react at -2 if you try to communicate with them.

Paranoia (Animals) is worth the normal cost where animals are common. In urban settings with few wild creatures, it's worth -5.

Phobia

see p. B148

Mages raised in the wild, or who spend all their time in animal company, can justify a Phobia of humans, loud noises, guns, cars, and other modern contrivances. A shapeshifting mage might have a Phobia of silver, despite knowing it only harms lycanthropes.

The Animal Lover

For animal mages with a distant perspective, use a quirk: "Cannot tolerate pointless cruelty to animals." Those of a more scientific bent might have "Cannot tolerate threats to animal populations" or "Obsessed with animal facts". A mage who views animals with reverence may have quirks like "Blesses animal remains" or "Unfailingly polite to animals".

Vow (Vegetarian) or Vow (Vegan) are obvious choices, but don't suit all animal mages - for example, those who revere the cycle of hunter and hunted, or are intellectually rather than emotionally drawn to beasts. Sense of Duty (Animals) covers a wider range.

Consider Charitable (Animals Only, -60%) [-5*] for a mage who can't bear to leave an animal in trouble. Vehement protectors may have Intolerance (Hunters). Sabotaging hunts or harassing animal testing labs or fur-trading fashion outlets may lead to Social Stigma (Criminal).

Zoological mages suit ivory-tower disadvantages like Absent-Minded and Clueless, as well as Workaholic. Compulsion (Spotter) represents the urge to find, photograph, or collect as many species as possible.

Skills

Administration

see p. B174

The following optional specialization is relevant to some animal mages.

Charity: Training in managing a charitable organization, ranging from loose-knit bands of volunteers to tightly-regulated modern non-profits. Notable skills are recruiting volunteers and fundraising.

Autohypnosis

see p. B179

An esoteric use of this skill is to convince yourself that you are an animal. Roll at -4, once per hour. Finding a use for this is an exercise for creative players.

Biology

see p. B180

By default, Zoology is an optional specialty of the required specialty by planet. Particularly in single-planet campaigns - or where Terran ecosystems have spread across the universe - the GM might allow Zoology as a *required* specialty. Optional specializations of Zoology include ethology (the study of natural animal behavior), population ecology (the quantitative study of animal populations), human-animal interactions, and zooarchaeology (the archaeological study of animals), as well as a wide array of specializations by animal type.

Diagnosis/TL

see p. B187

Spells can substitute for diagnostic equipment, but never for the skill itself.

For occasional use, the GM may permit this skill to cover animal ailments. If veterinary treatment plays a significant part in the campaign, require specialization in either Animal or Human; these default to one another at -5. Diagnosis (Animal) allows optional specialization in a particular type of animal or health problem.

Expert Skill (Fisheries Management)

see p. B193

Knowledge of theories, models, and issues in the exploitation of fish stocks. Can be used in place of Administration, Biology, Economics, Fishing, or Law to answer questions about fisheries, fishing practices, aquatic conservation, seafood productivity, and the economic and

ecological impacts of fishing. May substitute for Chemistry or Veterinary to answer questions about diseases, parasites, pollutants etc. with large-scale impact on marine wildlife.

First Aid

see p. B195

This skill remains valuable even with healing magic in play, not least because treating shock (p. B424) can heal additional damage without an associated FP cost or skill penalty. Mages with healing spells may use the better of TL or Magery to determine the time required and the HP restored.

Hobby Skill

see p. B200

This is suitable for Animal mages who are neither scientists nor experts in the wider natural world. Anyone who keeps a pet can take an IQ-based Hobby Skill.

Modern urban mages, cat-loving princesses, landed gentry with a fascination for pigs, and other hobbyists may use the following skills.

Animal Trivia (IQ): You might never have seen an animal in your life, but you know all about them. You know every world record and fun fact, and the names of famous individuals. You can identify common types of animals and *famously*-unusual ones, and know simple facts about their diet and habitat. Includes familiarity with the writers and TV personalities you learned from.

Birdwatching (IQ): You can identify birds found in your region, as well as well-known species elsewhere. You know where they are likely to nest and their general diet, and can provide suitable nestboxes and food. You know how to remain still and quiet to avoid disturbing birds; you can make a DX-based roll in place of Stealth for this purpose only. You know common birdwatching spots in your area, and famous locations worldwide. You can use this skill to locate birdwatching hides, or choose a good location to create one.

Insect Collector (IQ): You recognise insect species from your region and famous foreign species. You know basic facts about their behavior, diet, and interactions with humans (biting, crop pests, etc.). You are familiar with basic legal issues, such as invasive status and any requirement to report findings to the authorities. You can catch insects with a DX-based roll, or trap them with an IQ-based roll. You know how to obtain insects for study or raising, as well as hobby materials (foodstuffs, nets, or ether). Killing and mounting specimens for display is DX-based, but rarely requires a roll.

Law

see p. B204

Even the earliest recorded laws had clauses relating to animals. Legal issues include ownership disputes, proper compensation for injury by livestock, theft, deception as to an animal's parentage or quality, poaching, protected status, licensing, veterinary medicine, and cruelty.

Aspects may fall under civil, criminal, or religious law. Few are worth a full required specialty, but they might form an *optional* specialty. Details vary by culture and TL.

Animal Welfare: Farming standards, slaughtering, fighting (legal or illegal), neglect of pets, animal cruelty. May include animal testing and protest-related issues, e.g. hunt sabotage, undercover investigation of labs.

Livestock: Parentage, sale and purchase, farming standards, slaughtering, transportation, licensing, medical care, use of drugs and pesticides, shows and contests.

Wildlife Crime: Poaching, habitat destruction, persecution by gamekeepers, illegal trade, smuggling.

Paleontology/TL

see p. B212

Optional specialties for Paleontology (Paleozoology) include animal types, fossil types, or geological eons. This skill is vital for "lost world" adventures featuring living dinosaurs and other extinct species.

Physiology

see p. B213

Follow the guidance under Diagnosis (above).

Professional Skill (Big Game Hunter)

IQ/Average

Defaults: IQ-5 or Survival-3.

This is the skill of managing a hunting party and arranging a safe and satisfactory hunt. A successful skill roll lets you recall local laws and administrative requirements for hunting, plan a hunt, organize logistics, or direct party members in a crisis. A Per-based roll can verify the quality of equipment, judge whether conditions are suitable for a hunt, or identify likely hunting-spots. Use a DX-based roll to take trophies without damaging them.

At higher levels, this skill allows you to judge a hunter's likely behavior in the field, put on an impressive show, and attract prestigious clients. Hunters of this

caliber should consider taking Leadership, Public Speaking, and Diplomacy, as well as Tactics (Hunting).

Modifiers: Equipment modifiers (p. B345); the time modifiers under Extra Time (p. B346) often apply.

Professional Skill (Wildlife Management)

IQ/Average

Defaults: IQ-5, Biology-3 or Survival-3.

This is the skill of monitoring and controlling wild animal populations, either for conservation or to support economic activities. A successful skill roll lets you judge the health of a particular animal population, recall relevant regulations, or predict the knock-on effects of an intervention. A Per-based skill roll can identify the presence of pest species or significant diseases, and locate trails or dens. This skill can also confirm poaching and the use of illegal interventions (such as gamekeepers poisoning birds of prey). You can present information about your work and the field – but to influence an audience, take Public Speaking. The GM may permit a skill roll to represent abstracted long-term activity, such as raising game, pest control, or creating suitable habitat for a desired species.

Professional Skill (Zookeeper)

IQ/Average

Defaults: IQ-5 or Animal Handling-3.

This is the skill of caring for wild animals in captivity and their public display. A successful skill roll lets you recall relevant laws, maintain habitats and equipment, transport animals safely, or exhibit your animals safely and entertainingly. Use this skill to assess the condition of your animals, and administer routine medical care.

At higher levels, this skill allows you to assess the quality of rival zoos, plan breeding programmes with other populations, gauge the likelihood of successfully introducing a new animal to a group in your care, and judge the viability of proposed designs or policies. Experienced zookeepers should consider Leadership to coordinate teams, Public Speaking to deliver informative talks, and Veterinary.

Modern zookeepers in conservation-based zoos typically have Biology (Zoology) and Veterinary, in addition to this skill.

Modifiers: Equipment modifiers (p. B345); the time modifiers under Extra Time (p. B346) often apply.

Propaganda/TL

see p. B216

Certain animals exchange information over large areas, and may be vulnerable to propaganda.

Surgery/TL

see p. B223

Follow the guidance under Diagnosis (above).

The surgical techniques in *GURPS Low-Tech* (p. 12) and *GURPS Low-Tech Companion 1: Philosophers and Kings* (pp. 24-25), and the accompanying rules and equipment, may be useful in a game at any TL. Animal treatment often takes place in the wild.

Tactics

see p. B224

This skill gains an optional specialty. For hunters who only hunt wildlife, add the Overspecialization quirk (*GURPS Power-Ups 6: Quirks*, p. 31).

Hunting: Tactics for use against animals, including exploiting instincts and dealing with non-human senses.

Veterinary/TL

see p. B228

Instead of specializing in a particular type of animal, you may specialize in a particular form of healthcare. Examples include nutrition, internal medicine, parasites, emergency care, reproduction, or clinical pathology.

By default, unlike Physician, Veterinary exists at any TL. In any case, widespread magic justifies advanced healing techniques without a scientific basis. The ability to communicate with animals permits great advances in veterinary science.

Just like Physician, raising Veterinary to 15+ allows it to mitigate the risk of critical failures when healing animals (*GURPS Magic*, p. 91).

When rolling for medical care (pp. B424-5), an animal mage may add Magery to TL to determine the number of animal patients they can care for simultaneously.

Perks

Many useful perks are introduced in *GURPS Thaumatology: Magical Styles*. Use Huge Spell if regularly casting spells on horses, lions, and other large beasts; it's ideal for veterinarians.

Applied Ethology

You can use Biology (Ethology or Zoology), or an appropriate Animal Handling specialty, when making a Quick Contest to resist an animal's feint, Intimidation attempt, or attempt to play dead.

Adaptable Silk

Prerequisite: Spider Silk.

Whenever you use the Spider Silk spell, you can choose whether to make the strands sticky.

Beast Wrestler

When you use an Evaluate maneuver against an animal, you can choose to apply the benefits to an active defense instead of an attack.

Better (Gear)†

see *GURPS Power-Ups 2: Perks*, p. 8

A knack with animals readily explains an ability to buy superior steeds and livestock.

Cheaper (Gear)†

see *GURPS Power-Ups 2: Perks*, p. 8

As with Better Gear, but you have a talent for finding unpromising-looking beasts and training or healing them up to scratch.

Convenience Casting

see *Thaumatology: Magical Styles*, p. 23

Animal mages may find the following useful:

Convenience Casting (Balm): See *Healing Spells*. Ordinary insect bites don't bother you - you may even feed them willingly. You're not troubled by itchy fur, minor scratches, or other hazards of hanging around animals. Minimum FP: 1; one hour/day mundane activities.

Convenience Casting (Ink Jet): You have an ample supply of ink for writing, sufficient for four people per day. Minimum FP: 3; three hours/day mundane activities.

Cutting-Edge Training

see *GURPS Power-Ups 2: Perks*, p. 16

The insight bestowed by healing magic justifies this perk for medical skills.

Docile Patient

This perk comes in two variants: animal and sapient.

Animal: When treating an animal you've calmed with Beast-Soother or persuaded to accept treatment, you're safe. The patient won't panic or lash out at you, even in the face of strange smells or painful treatments such as bonesetting. *Prerequisite:* the Animal Empathy advantage, or Beast-Soother or Speak with Animals.

Sapient: A willing, sapient patient will never harm you, even if treatment is painful or alarming. Your patients get +2 on Will rolls to remain still during treatment.

Prerequisite: the Empathy advantage, or Persuasion, Daze, or Sleep.

Equine Restoration

Prerequisites: Magery 1, Veterinary and Minor Healing.

A broken leg is usually fatal to horses; they can't stay inactive long enough to heal. You've cut corners to access advanced healing. You can learn a limited form of Instant Restoration, which only works on horses (and similar creatures, at the GM's discretion) and only heals crippled legs – unless you meet the standard prerequisites. If you do, you instead get +3 when casting any Restoration spell on horses.

Favorite Animal

There's one particular kind of animal you just can't get enough of. You get a bonus on all rolls to identify animals of that type and to recall information about them. This is +2 for a small category (snakes, raptors) or a common species (dogs, horses), and +3 for a very limited category (elephants, herons, kangaroos), one of minimal adventuring relevance (bees, frogs and toads), or for a specific subset of a common species (Shire horses, terriers). For *really* specific or obscure favorites – great danes, tarsiers, snails, or raccoons – consider Hyper-Specialization (*GURPS Power-Ups 2: Perks*, p. 16).

His Master's Voice

You can use your voice instead of eye contact to keep an animal pacified with Master. This is useful in the dark, as well as for backing away from predators in thick jungle or winding passages. The need to speak or sing

continually, at a volume the target can hear, brings its own problems.

King of Beasts

Prerequisite: Charisma 1 or Animal Empathy. You can learn the Power Gaze technique (*Pyramid 3/54: Social Engineering*, p. 7), but it only works on animals. If you're trained in Animal Handling, you can base the technique on Animal Handling when dealing with animals of that kind.

Loyal Companion

Choose one specific animal when you buy this perk; it must be one you're familiar with, normally a pet or mount. No matter the circumstances, that animal will never harm you – even under magical compulsion, or when you're in a different body!

Pet Favorite

Choose one category of animals, as the Animal Handling skill. Domesticated or trained animals of that kind favor you; they never *casually* scratch or bite you, chew your possessions, mark you as territory, spill your drinks, and so on. This perk does nothing to stop behavior that's provoked, trained, or under outside influence.

Safe Healing

Prerequisite: Physician or Veterinary.

You've learned to safeguard healing spells. Specialize by medical skill. Even on a critical failure, your spells of the Healing college never cause harm to patients of that type. This doesn't mitigate the failure, merely change the nature of the consequences! If you have the prerequisite skill at 15+, critical failures with Healing spells are treated as ordinary failures, as the Minor Healing spell.

Style Familiarity

An animal mage opposed to scientific meddling might take Style Familiarity (Controlled Evolution) or Style Familiarity (Ontogenetics) to better understand her adversaries' methods – and perhaps to infiltrate them. The following is an alternative approach.

Splice-gene Enmity: You're initiated into the secretive circles that warp nature into scientific abominations. When dealing with practitioners of Weird Science styles that manipulate lifeforms, neither of you suffers Cultural Familiarity penalties on skills such as Connoisseur (Inventions), Savoir-Faire, or Teaching, as long as it would benefit *you*. You're always considered familiar with these groups for the purpose of Acting, Disguise, and similar rolls to infiltrate them.

Veterinary Intuition‡

Animals normally conceal signs of ill-health, but you're adept at reading them. Each level in this perk lets you ignore -2 in penalties to diagnose, treat, or operate on animals that you can't communicate with or that are concealing their condition.

Quirks

Code of Honor

see p. B163

Bird Spotter's: Don't claim to have spotted something you haven't, or misidentify a bird for your own benefit. Do not damage habitats (bird or otherwise), litter, or interfere with the behavior of the wildlife. Never reveal the location of a rare bird's nest.

Casual Hunter's: Be truthful about your skills. Attempt to finish off wounded prey unless it would expose you to undue danger. Dispose of carcasses according to law and common practice.

Compulsive Behavior

see p. B128

Compulsive Spotter: You reflexively try to identify any animals you see ("Ah, a mistle thrush!"), including the breed of domesticated species. Whether you're murmuring to yourself, or pointing with your stick so everyone can appreciate your find, it's distracting. You are at -1 on Observation and Stealth roll in environments with animals to spot. In social situations where you should be serious or paying close attention, this gives -1 to reaction and Influence rolls.

Compulsive Taxonomy: You can't help but add scientific nomenclature whenever species are mentioned. If somebody complains about pigeons dirtying the statues, you interject "*Columbia livia*". This gives a -1 reaction penalty in situations where animals might be mentioned, except for those with this quirk. In some circumstances the GM may impose a steeper penalty; it's hard to be intimidating or seductive if you pepper your speech with taxonomy.

Ill-Advised Hobby

see GURPS Power-Ups 6: Quirks, p. 28

Too Many Pets: Raising pets is one thing, but you don't know your own limits. Your array of animals leads to noise complaints and makes it hard to invite anyone in. Fodder, bedding, and replacing ruined furniture eat into

your own living expenses. When someone advertises an animal in need of a home, you just can't say no!

Skin-Keeper

Other wizards can take animal form freely, but you rely on specially-prepared skins to use Shapeshifting spells. The skins can be stolen, lost, or damaged, and you must carry with you any skin you expect to need. To replace a skin or obtain a new one, negotiate with appropriate merchants. Treating it for magical use takes an hour's work. Skins may be intact, or made into cloaks, tunics, or wide belts.

A minor benefit is that you are less susceptible to "going wild". Even if your IQ drops to 5, you can roll against IQ once per hour. Success allows you to end the spell and return to normal form.

Talks to Animals

You don't have Speak With Animals, but you *act* like you do. Not content with merely chatting to your pets, you greet every pigeon and stray in the street, and discuss intimate worries with the neighbor's cattle. Strangers who observe your eccentric behavior react at -1, and you're at risk of eavesdropping.

Weird Science

Magic that controls and alters animals may compete with or complement bioengineering. Weird science styles such as Controlled Evolution or Ontogenetics (**GURPS Powers: The Weird**, pp. 10-11, 11-12) can create animal life for almost any purpose. To the animal mage, these practices may be a rich source of possibility – or a blasphemy to be extirpated without mercy. In the former case, spells may substitute for required skills at the GM's discretion.

Animal Spells

The spells in this book use all of the established rules in the *Basic Set* and *GURPS Magic*. Except as noted, spells are found in *GURPS Magic*.

Existing Spells

Accelerate Pregnancy

see *GURPS Bio-Tech*, p. 30

A Body Control spell highly relevant to mages. This sort of “unnatural” treatment is often outlawed or stigmatized for human use. Veterinary mages will find it useful, and potentially profitable. Even if not widespread, it may be used to shorten the final hours or days of pregnancy. Works equally well on egg-laying species.

Analyze Heredity

see *GURPS Bio-Tech*, p. 30

Can reveal mutations, heritable traits, genetic conditions, and similarity to other known subjects. This spell substitutes for a full genetic analysis, but interpreting the information depends on skill and TL; Biology, Diagnosis, Forensics, and Physician are the primary skills. See *Bio-Tech* for common uses.

In low-TL societies, this spell is often used to confirm parentage and the transmission of “innate” talents. Societies where this spell is known are liable to develop genetic medicine in advance of their general TL.

In worlds where magical aptitude and special powers run in families, this spell may be widely used to determine who is worth training. Even higher demand is likely among animal breeders. The true parentage of a racehorse, stud, or hunting beast can alter its value by several orders of magnitude, and fraud is widespread. Farmers and horticulturalists will pay through the nose to confirm which seeds carry the high yields or elaborate flowers they want.

Animate Fossil

see *Earth Spells for GURPS Magic*

Paleozoologists and dinosaur fans will naturally wish to learn this spell. For one-college mages, use alternative prerequisites. Beast Summoning can replace Summon Spirit, and Glimpse Animal replaces Seek Fossil. Atavism could replace both.

Beast-Soother

see *GURPS Magic*, p. 29

As suggested in *GURPS Magic: The Least of Spells*, the minor spell Call is an alternative prerequisite. This removes the need for Animal mages to have Animal Empathy or learn three spells from another college.

Call

see *GURPS Magic: The Least of Spells*, p. 6

Useful for low-tech adventurers to whistle for their horses, and for pet owners to discreetly control unruly dogs. Even a whisper can be heard at a distance.

Create Chimera

see *GURPS Bio-Tech*, p. 31

An Enchantment spell. Allows for many staples of fantasy and weird science (half-dragon warriors, cat-people, and so on), including wizardly origins for creatures normally depicted as spirits. Note that the spell is not restricted to *animal* embryos! Add a further -4 for animal-plant chimerae.

Divination

see *Magic*, p. 108 and *GURPS Bio-Tech*, p. 31

Genomancy allows divination through the patterns of DNA.

Ease Labor

see *GURPS Bio-Tech*, p. 31

Widespread access to this spell will drastically cut infant and maternal mortality. In societies without advanced medicine, it will be valued accordingly; it may be the core of “witchcraft” or “women’s magic” traditions. However, it’s also highly valuable to livestock farmers and animal breeders. Equally effective on egg-laying species, where it can prevent egg-binding.

Groom

see *GURPS Magic: The Least of Spells*, p. 6

A handy first spell for apprentices, but equally useful for servants and pet lovers. “Beasts” includes humans, making it useful for appearance-conscious adventurers, suave secret agents, after-work partygoers, and so on.

Influence Cycle

see *Healing Spells for GURPS Magic*

Allows adjustment of an animal's reproductive schedule. For farmers, breeders, and conservationists, this allows syncing of partners: invaluable for species with rare periods of fertility, such as pandas. It can also permit animals to reproduce more often. Realistically, this places great strain on the mother, so benevolent Animal mages avoid it.

Animals need time to replenish nutrients and repair their bodies after the stress of pregnancy, egg-laying, etc. A GM might allow Healing magic to restore them to health, allowing a "production line" of offspring. Combined with Transfer Pregnancy (p. 24), it allows very rapid breeding of specific individuals.

This method has potential use as a short-term means of preserving an endangered species or populating a new world. Wide usage generally reflects a society with a utilitarian view of animals and low standards of animal welfare.

Partial Shapeshifting (VH)

see *Magic*, pp. 34

This spell gains additional variations:

Anteater's Claws (5 to cast): The subject's hands become powerful digging claws. These function as a shovel for digging earth, and a pick for breaking hard earth (but not stone). The subject gains Sharp Claws and Lifting ST 10 (Accessibility, Only for digging), but also gains No Fine Manipulators (p. B145).

Aye-Aye Paws (3 to cast): The subject's fingers grow long and highly sensitive, giving Long Fingers (***GURPS Power-Ups 2: Perks***, p. 11), Sensitive Touch (p. B83), Sharp Claws (p. B42), and Acute Touch 5 (p. B35). They can't form a fist, but open-handed techniques such as Exotic Hand Strike (***GURPS Martial Arts***, p. 72) or Scratch (***GURPS Martial Arts: Yrth Fighting Styles***, p. 28) are valid.

Cat's Whiskers (4 to cast): The subject grows an array of whiskers or sensitive barbels. These allow *silent* use of the Cane Travel technique (***GURPS Underground Adventures***, p. 21) and grant Vibration Sense (p. B96); choose air or water when casting.

Dolphin Lung (3 to cast): The subject's airways separate from the esophagus; nostrils shift to the top of the head. They can breathe as long as the top of their head breaks the surface – useful for stealth. Altered lung structure gives Doesn't Breathe (Oxygen Storage, ×300)

(p. B49). Because the airway no longer connects to the digestive tract, this gives immunity to choking. Loss of olfactory nerves gives No Sense of Smell (p. B146).

Electric Eel Hide (3 to cast): The subject gains Active Electoreception (***GURPS Powers: Enhanced Senses***, p. 17) and the ability to use the Shocking Touch spell (***GURPS Magic***, p. 196) at will.

Remove Fetus

see *GURPS Bio-Tech*, p. 32

Useful for conservation of rare species if a mother is not expected to survive laying or birth, or technology offers a better chance of successful gestation.

Shapeshifting, Partial Shapeshifting, Shapeshift Other, and Great Shapeshift

see *Magic*, pp. 32-34

These spells can grant a wide array of unusual abilities. While tracking these in play is the player's job, the GM should keep track of their capabilities when planning adventures; they are more easily overlooked than familiar spells. Heightened senses, modes of movement, and the ability to move around unsuspected are the most common culprits.

In folklore, shapeshifting often requires special tools, such as an animal skin. ***GURPS Magic*** suggests this as a magic item. A suitable skin might also be needed to learn each variant of the spell; this encourages apprenticeships, mage guilds, druidic circles, or elaborate trade networks. If the skin is needed to *cast* the spell, it creates a need for careful planning, and a vulnerability. This need not apply to every mage; see the Skin-Keeper quirk (p. 22).

Spider Silk

see *Magic*, p. 32

Silk strands can substitute for ropes when climbing, fastening, tying up, etc. They can also latch onto an object, allowing the caster to haul it in. Use the Adaptable Silk perk (p. 20) to make non-sticky rope.

Transfer Pregnancy

see *GURPS Bio-Tech*, p. 32

A Body Control spell, but one relevant to Animal mages. Young may be transferred to a proxy mother, either to avoid risking a valuable animal, or to allow repeated breeding of a favorite. This spell can also save an ectopic pregnancy, transferring the embryo safely into the womb.

New Animal Spells

Activate Instinct

Regular; Resisted by Will

Causes the target animal to follow one of its natural instincts, as the caster chooses. Common examples are vocalizing, digging, nest-building, grooming, scent-marking, or threat displays. A spider can spin a web, a beaver can fell a small tree, gazelles stot, skunks spray, cuttlefish change color, and possums play dead. Useful for triggering parenting behavior when newborns are rejected.

An unmodified roll triggers the chosen instinct, with effects determined by the GM. For fine control – spinning a web where the caster chooses, or digging in a particular spot – apply penalties of -1 to -5, as the GM determines. Anything more specific requires Animal Control.

Activate Instinct doesn't control emotions or thoughts. To make animals flee or attack, try Beast-Rouser (*Magic*, p. 30), Panic Animals (p. 36), and Stampede (p. 34).

Duration: 1 minute.

Base cost: 1 to cast. Same cost to maintain.

Prerequisites: Beast-Soother and Beast-Rouser.

Item

Any. *Energy cost to create: 200.*

Atavism

Regular; Resisted by HT

Causes an animal to physically regress into an ancestral form. The animal passes through intermediate forms before reaching the desired stage, but its actions are not impeded until transformation is complete. In worlds where animals have no ancestral form, this spell does nothing.

Duration: 1 hour.

Cost: 4 to cast. 2 to maintain.

Time to cast: 3 seconds. Regression takes 10 seconds.

Prerequisites: Magery 1, Feral, and View Ontogeny.

Item

A bone or fossil of the ancestral form. *Energy cost to create: 400.*

How Long Does It Take to Devolve?

At the GM's discretion, regression may vary with the setting. In settings with evolutionary history similar to our own, it takes 1 second per 10 million years. If a species was created directly from another, by science or magic, regression takes 10 seconds. Alternatively, each *significant* change in anatomy or size could take 10 seconds. Faster regression is not unbalanced.

The GM might also rule that controlled use of this spell requires knowing the phylogenetic history of the target. Roll against Biology or Palaeontology. Failure results in regression to a *random* ancestral form.

Beast Scent

Regular; resisted by HT

The subject takes on the smell of an animal species chosen by the caster. They are indistinguishable by scent alone from animals of that kind. The scent is unique to the subject, allowing tracking – and if the spell is cast again with the same target species, they smell *exactly* the same.

Duration: 1 minute.

Cost: 1 to cast. Same cost to maintain.

Item

(a) Clothing. Always on; affects the wearer only. *Energy cost to create: 100.* (b) Wand, staff, or jewelry. *Energy cost to create: 100.*

Bee Speech

Regular

The caster speaks a message to a beehive, whose inhabitants transmit it by secret means to his chosen recipient. The caster must designate either a specific beehive or a specific creature they are familiar with. Use *Long-Distance Modifiers* (p. B241), with a further -2 if the caster hasn't visited the hive or met the recipient in person. The message manifests as speech, through the rhythmic buzzing of the bees. It mimics the caster's precise words, voice, and intonation, but can't transmit any magical or unusual effect.

If they choose a hive, the message will be delivered to the first sapient creature who approaches the hive – even if they don't understand the caster's language. If they choose a recipient, the message will be delivered the next time that creature approaches any beehive. In either case, the message is spoken only once.

Duration: The message reaches its destination at sunset, and remains for up to a week awaiting a recipient. It doesn't count as a spell 'on' during this time.

Cost: 1 per 15 seconds of message duration.

Time to cast: Equal to the message's duration, as spoken by the caster.

Prerequisite: Vermin Control and either Beast Speech or the Speak with Animals advantage.

Item

Bowl, which is filled with sugar water and placed before the hive while the message is spoken. *Energy cost to create:* 800.

Borrow Senses

Regular; resisted by Will

Grants the caster the sensory abilities of the target animal. He may choose which senses to borrow, in any combination, but he can't pick-and-mix – if he borrows a cat's superior night vision, he also gains its poor visual resolution (**GURPS Powers: Enhanced Senses**, p. 12) and reduced color vision!

Duration: 1 minute.

Cost: One-fifth of the value of the advantages gained. Same cost to maintain.

Prerequisite: Beast Speech.

Item

Staff, wand, or jewelry with cats' eye stones. *Energy cost to create:* 200 or more; must be at least 100 times the cost of the senses to be borrowed.

Conceal Nest

Area

Makes an animal's nest, burrow, or similar lair difficult to locate and perceive. Gives up to -10 on Per-based rolls to locate the nest or track the animal to its lair. Obscures all signs and senses: spoor, remains of prey discarded in the area, and the cries of hungry chicks. Inhabitants of the nest are unaffected, even if currently absent.

Duration: 1 day.

Base cost: 1/4 per point of penalty (minimum 2). Same cost to maintain.

Prerequisite: Hide Animals.

Item

Cloth. *Energy cost to create:* 50 per point of penalty.

Control Herd

Area; Resisted by Will

As Animal Control, but specialization is not required. This spell is only effective on animals that naturally form packs or herds, not solitary creatures.

Duration: 1 minute.

Base cost: Variable. Base cost to cast is equal to the racial IQ of the herd, divided by 4. Half that to maintain.

Prerequisites: Magery 1, Herd-Soother and the appropriate Animal Control spell.

Cure Maneater

Regular; Resisted by Will

Causes the subject animal to forget any habit of hunting humans (and other sapient prey). Does not prevent self-defense or territorial aggression, but allows rehabilitation of a man-eater. Makes the subject disinclined to consider humans as prey.

The subject may learn to attack humans again if circumstances encourage it: wise mages ensure they are released to areas where their natural prey are abundant, and healed of any injuries that impair hunting.

Duration: Instantaneous.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Beast-Soother and Deadened Instinct.

Eaters of Man

Deliberate predation of humans - typically by big cats - is thought to have several causes. Age or illness makes hunting normal prey difficult, but humans are relatively weak. Shortage of prey leaves few other options. Scavenging of human bodies, or eating humans killed in a chance encounter, can train the animal to see them as viable prey. Other species, such as crocodilians, do not actively hunt humans but may kill them if the chance arises.

Deadened Instinct

Regular; Resisted by Will

Selectively suppresses a single instinct of the target animal, such as howling, grooming, marking territory, nest-building, or stinging when touched. Aggression, hunting, and fleeing danger are too complex for this spell to suppress, but a clever mage can find ways to suppress a

specific instinct within these behaviors – such as responding to an alarm call.

Duration: 10 minutes.

Cost: 2 to cast. 1 to maintain.

Prerequisites: Activate Instinct.

Item

(a) Staff, wand, or jewelry. *Energy cost to create: 200.*
(b) Jewelry. Always on; only affects the wearer. *Energy cost to create: 200 per instinct to be suppressed.*

Decipher Marking

Regular

Allows the caster to interpret scent markings, birdsong, and similar animal signals. This grants the same insight an animal of that species would receive, such as territorial boundaries, mating status, and health of the marking individual. The caster must have appropriate senses, such as Discriminatory Smell for scent marks, and Subsonic Hearing or Ultrahearing for the calls of many species.

Duration: 10 minutes.

Cost: 2 to cast. 1 to maintain.

Prerequisites: Beast Speech.

Item

Any. *Energy cost to create: 200.*

Dehybridize

Regular; Resisted by HT

Causes a *created* hybrid to return to its original form. IQ is irrelevant, but the hybrid must be partly animal. Suppresses genemods, implanted tiger fangs, mutation into a rhinoceros-man, magical splicing, etc. For human brains transplanted into animal bodies, the animal regains control, and vice versa. If two creatures were merged to create a hybrid, they separate for the duration of the spell. Once it expires, any contact between the two causes them to merge again.

The GM determines whether this spell affects offspring of created hybrids that have “bred true”.

Duration: 1 hour.

Cost: 8 to cast. 4 to maintain.

Prerequisites: Magery 1, Feral, and View Ontogeny.

Item

A statuette made in two separable halves. *Energy cost to create: 800.*

Discern Habitat

Information

Reveals the favored habitat of a target animal (alive or dead). Typical details are the type of terrain, climate, and altitude. For aquatic creatures, reveals the appropriate salinity and pressure. Soil acidity and composition are relevant to burrowers. For parasites, indicates whether internal or external, and the general type of host.

This is also a Knowledge spell.

Cost: 2.

Prerequisites: Discern Territory.

Item

Any. *Energy cost to create: 200.*

Discern Territory

Information

Reveals the territory claimed by a territorial animal, or its habitual feeding-grounds. Knowledge is immediate; for the spell’s duration, the caster can dimly perceive the boundaries of that territory through their normal senses.

This is also a Knowledge spell.

Duration: 1 day. Does not count as a spell “on”.

Cost: 2.

Prerequisites: Decipher Marking.

Item

Any. *Energy cost to create: 200.*

Evoke Animal

Regular; Resisted by Will

Causes all beings that perceive the subject to receive the impression of a chosen animal. Voice, stance, mannerisms, and even appearance are influenced. This modifies reaction rolls and Influence rolls by the energy put into the spell, in a direction appropriate to the animal evoked. The results depend heavily on culture and audience! A subject evoking owlish impressions can seem wise in one culture, but foolish in another; a weaselly subject might repel investors, but seem just the man for an undercover operation. Acting and Performance rolls are also affected, with results depending on whether the evoked animal supports or detracts from the intended character. The spell’s effects are subtle, and never appear unnatural.

This is also a Communication and Empathy spell..

Duration: 1 hour.

Cost: 1 to 3 to cast. Same cost to maintain.

Time to Cast: 10 seconds.

Prerequisites: Beast Speech and Persuasion.

Item

Clothing or jewelry. Only affects the wearer, and only evokes a single animal. *Energy cost to create:* 100 per point of modifier.

Expel Parasites

Regular; Special Resistance

Causes internal and external parasites to detach and leave the subject as quickly as possible. The subject must be willing or totally helpless (e.g., bound or unconscious) and the caster must touch him. The spell eliminates any dead parasites, eggs, toxins, inflammation, and other byproducts of infection, but does not otherwise heal the subject. Expelled parasites cannot return to the subject within 24 hours. Wise casters take precautions to avoid becoming the next victim.

At the GM's discretion, sentient parasites may resist with Will, and particularly large parasites may resist with HT. This is generally limited to alien embryos, psychic symbiotes, and so on. Otherwise, there is no resistance roll.

This is also a Healing spell.

Cost: 4.

Time to cast: 5 seconds.

Prerequisites: Beast-Summoning or Cleansing.

Item

Censer or rattle, shaken over the patient; or a drinking vessel used to administer a draft. *Energy cost to create:* 300.

Exude Slime

Regular; Resisted by HT

Causes the subject to secrete slippery mucus under stress. The slime imposes -2 on attempts to grapple (whether the subject is the attacker or the target), while attempts to break free are at +2.

Anyone biting the subject gets a mouthful of slime, suffering -2 to further bite attacks (and other actions involving the mouth) until they succeed at an HT roll to cough it up. Ordinary biting insects and similar pests can't penetrate the slime.

Underwater, the slime rapidly expands. The modifiers on grappling are doubled. Anyone attacking the subject must succeed at a DX roll or be swathed in mucus. For

bite attacks, apply penalties as nauseated (*Irritating Conditions*, p. B428) but without the risk of retching. Gill-breathers who critically fail begin choking instead. In either case, the victim can attempt an HT roll to clear the slime; each attempt takes 2 seconds. Limbs or melee weapons used to attack are clogged on a failed DX roll, imposing a -2 penalty on rolls using them until the creature takes a Ready action to clear the slime with a successful DX roll.

A subject who becomes stressed while affected by this spell leaves a trail of mucus, giving +4 on relevant Forensics and Tracking rolls.

Duration: 1 minute.

Cost: 3 to cast; 2 to maintain.

Prerequisites: Magery 1, Spider Silk, and at least one spell from the Body Control and Water schools.

Eyes of the Flock

Area

Allows a caster to extend their senses through animals in the vicinity. They choose a category of animal and an objective when casting the spell, which is always centered on the caster. For the spell's duration, by concentrating, they can tell whether any animal in the area can perceive their objective – if so, they can sense the direction to that animal. With a successful Per roll, they learn the animal's exact position. A *critical* success also gives a brief flash of sensory impressions from the animal. Unless the objective is something the animals are capable of recognizing, the spell is useless. For example, "a wizard" or "the poacher's home" means nothing to animals, but "humans" and "humans in colorful robes" will work, and the caster can visualize a specific building, person, or object to seek.

Variations in animal senses can significantly affect this spell's results. Birds can see in color, but many other creatures can't. Animals that rely on scent can't recognize anything unless the mage knows what it smells like. Many animals have poor vision.

Duration: 1 minute.

Cost: 1/3 to cast; same cost to maintain.

Prerequisite: Magery 1 and Rider Within.

Item

(a) Orb, mirror, or pool. Allows any rider to cast the spell on their mount. *Energy cost to create:* 400. (b) Circlet or crown. Always on; usable only by mages. *Energy cost to create:* 1,500.

Fearless Steed

Regular

Makes an animal less flighty. The target animal gains +3 on Fright Checks and resistance rolls against fear. Any rolls to determine whether the animal panics or flees – including Animal Handling and Riding rolls to control it – gain the same bonus.

Duration: 1 hour.

Cost: 2 to cast. Same cost to maintain.

Prerequisite: Beast-Soother.

Item

(a) Collar, bridle, or saddle. Allows any rider to cast the spell on their mount. *Energy cost to create:* 200. (b) Wand, staff or jewelry; usable only by mages. *Energy cost to create:* 150.

Feral

Regular; Resisted by Will

The target animal forgets any training it has. Dogs forget their tricks, steeds are no longer broken, and cows balk at the approach of a farmer. The forgotten training gradually returns when the spell expires.

Duration: 1 hour.

Cost: 2 to cast. Cannot be maintained.

Prerequisite: Beast-Rouser or Forgetfulness.

Item

Claw, fang, or hide of an untamed animal. *Energy cost to create:* 400.

Frighten Animals

Regular; Resisted by Will

Afflicts the target with the Frightens Animals disadvantage. If he is mounted, the steed immediately begins trying to throw him (p. B210). Casting this spell in a busy marketplace – or a group of cavalry – is an excellent way to cause a distraction. Not restricted to animal targets.

Duration: 1 minute.

Cost: 4 to cast. 2 to maintain.

Prerequisites: Beast-Rouser and Master.

Item

Whip or spurs. *Energy cost to create:* 400.

Fur Growth

Regular; resisted by HT

The subject gains a dense coat of fur all over, which gives +3 to HT rolls to avoid FP and HT loss for either cold or hot conditions (see *Cold*, p. B430, and *Heat*, p. B434). This is cumulative with clothing. Either version prevents sunburn and wind burn. The caster chooses the appearance of the fur; appropriate coloration counts as the Limited Camouflage perk (*GURPS Power-Ups 2: Perks*, p. 11).

A Hair Growth spell (*Magic*, p. 39) increases the HT bonus by 1 per casting, to a maximum of +6, but has its usual inconvenient side-effects.

Duration: 1 hour.

Cost: 2 to cast. Same cost to maintain.

Item

Clothing or jewelry made of animal fur. *Energy cost to create:* 100.

Glimpse Animal

Information

Requires a trace as a focus for the spell: a pawmark, spoor, fur, etc. The caster receives a clear mental image of the animal at the time the trace was left, including sound and scent, as though it were physically present. If the trace was not left by an animal or a creature in animal guise, the spell fails automatically. Illusions and shapeshifting can fool this spell.

This is also a Knowledge spell.

Modifiers: -1 per day since the trace was left. If the trace is not a body part (e.g. a hair or tooth), roll at -5.

Cost: 2 for a trace less than a day old; 3 for a week; 4 for a month; 5 for a year or more.

Time to cast: 5 seconds.

Item

Lens. *Energy cost to create:* 200.

Herd-Soother

Area

Calms a group of animals of a specific type. The herd's reaction roll to the caster is improved by +1 to +3, to a maximum of Neutral. This spell is only effective on animals that naturally form packs or herds, not solitary creatures.

Duration: Indefinite, until something disturbs the herd.

Base cost: 1/4 for a +1 modifier, 1/3 for +2, and 1/2 for +3.

Prerequisites: Beast-Soother.

Item

Staff, wand, or jewelry. *Energy cost to create:* 200 for an item that soothes one kind of animal; 800 for an item that soothes any animal.

Hide Animals

Area

Makes animals within the area harder to find. A Vision roll is necessary to see a subject in plain sight; all other Sense rolls are at -2 per point of energy spent, to a maximum of -6. Anyone who successfully locates an animal no longer takes these penalties. These effects only apply while the subjects remain within the spell's area.

Duration: 1 hour.

Base cost: 1 to 3 to cast. Same cost to maintain.

Time to cast: 1 minute.

Prerequisites: Protect Animal and Blur.

Howl

Regular; Resisted by Will

Forces an animal to bark, howl, screech, etc. as loudly as possible for 1 minute. Animals that do not vocalize (such as crickets and rattlesnakes) may use non-vocal sounds instead. The subject can otherwise act as normal, including to bite. If howling would lead to releasing an enemy or prey, or dropping something important to it, the animal resists at +4. Creatures that don't use audible communication at all are unaffected.

Duration: 1 minute.

Cost: 1 to cast. Cannot be maintained; must be recast.

Prerequisites: Beast-Rouser.

Item

Any. *Energy cost to create:* 100.

Hypoallergenic

Regular; Resisted by HT

Must be cast on a living animal. Suppresses any allergic reaction that would otherwise be triggered by the subject's fur, slime, milk, venom, etc., including indirect allergies (such as to feather mites). Other toxic or harmful properties are unchanged. Any samples removed or matter shed from the subject while the spell is active retain their

hypoallergenic properties. Analysis reveals the presence of deactivated allergens.

This is also a Healing spell.

Duration: 1 hour.

Cost: 1 to cast. Same cost to maintain.

Time to cast: 3 seconds.

Prerequisites: Two Animal spells or Relieve Sickness.

Item

(a) Collar. Always on. Only affects the wearer. *Energy cost to create:* 200. (b) Staff or wand; the item must touch the subject. *Energy cost to create:* 100.

Inexhaustible Steed

Regular

Greatly bolsters an animal's stamina and endurance. The target animal's Running skill increases by an amount equal to the energy put into the spell. It loses FP from mundane exertion at half the normal rate, and recovers them at twice the normal rate when allowed to rest. If the animal is Unfit or Very Unfit, this spell instead negates those disadvantages. Finally, the target ignores the normal penalties for falling below 1/3 of maximum FP.

Duration: 1 hour.

Cost: 2 to 5 to cast. Same cost to maintain.

Prerequisite: Magery 1 or Animal Empathy (p. B40), plus Tireless Steed.

Item

(a) Collar, bridle, or saddle. Allows any rider to cast the spell on their mount. *Energy cost to create:* 400. (b) Wand, staff or jewelry; usable only by mages. *Energy cost to create:* 300.

Ink Jet

Regular

Releases a cloud of ink that obscures water in a cone. Even one yard of ink blocks vision entirely. Creatures with eyes are temporarily blinded unless they make a DX roll to close them – those without eyelids, like most fish, are out of luck. If the DX roll is failed, the target is blinded for one second, and blurry vision will put them at a -3 penalty to combat skills for a further 1d seconds. On a *critically* failed DX roll, the target is blinded for 1d seconds. On a successful DX roll, the victim protects their eyes. A critical success allows even a target without eyelids to escape unscathed.

The substance stains anything it touches, just like normal ink. Helmet eyepieces, handheld cameras, etc. can

be protected with a DX roll in the same way as eyes. Otherwise, the ink persists for 1d minutes or until wiped off (a Ready action).

Creatures that breathe or taste the water begin coughing (see *Irritating Conditions*, p. B248) for 10 seconds, unless they succeed at an HT roll.

Ink Jet is only effective underwater. On land, it can extinguish a candle-sized flame or enable a dirty trick (p. B405) within 1 yard.

Duration: Instantaneous. The ink disperses naturally after 10 seconds, or faster in a strong current.

Cost: 3 to 5 points. The cone's length in yards is equal to the energy put into the spell; its width is half that. Cannot be maintained.

Prerequisite: Exude Slime, or Fog and Spider Silk.

Instant Metamorphosis

Regular; Resisted by HT

Triggers a rapid, temporary advance to the next stage of development. This spell primarily affects amphibians and arthropods.

Modifiers: Physiology modifiers (p. B181) apply. If metamorphosis causes growth, use the higher SM to determine cost.

Duration: 1 hour.

Cost: 2. Same cost to maintain.

Time to Cast: 5 seconds.

Prerequisites: Magery 1 and four Animal spells, including Molt.

Join Herd

Regular; Resisted by Will

Allows the target animal to become part of a herd or pack of its own species. This spell must be cast on a subject and one member of an existing group of animals. If the secondary target loses its resistance roll, it treats the subject as part of its own herd rather than an outsider. Depending on the species' habits, this may not prevent aggression or expulsion – e.g. species where packs normally contain only a single adult male. If the subject is later introduced to the rest of the herd, make a single resistance roll for them at a -2 penalty, or -5 if the secondary target was a pack leader.

While the spell's effects wear off, an animal that remains with its new herd for days equal to the species' racial IQ is often accepted after that time through familiarity.

Duration: 1 day.

Cost: 2 to cast. Same cost to maintain.

Prerequisite: Beast-Soother.

Item

- (a) Wand, staff or jewelry. *Energy cost to create:* 100.
- (b) The bond can be made permanent for an energy cost of 200, but it must remain intact while the enchantment occurs.

Know Prey

Information; Resisted by Will

Reveals the normal diet and nutritional requirements of the subject, based on species norms. Despite the name, it is equally effective on herbivores. Does not identify preferences or allergies.

This is also a Food spell. A variant to determine growth requirements may exist in the College of Plants.

Cost: 2.

Prerequisite: Beast-Soother.

Item

Any. *Energy cost to create:* 200.

Liberate Animal

Regular; Resisted by spell on subject

Frees the target animal from spells that control its actions, possess its body, or allow other creatures to share its mind or senses. Examples are Animal Control, Beast Link, Beast Summoning, Eyes of the Flock, and Rider Within.

Duration: Instantaneous.

Cost: 5.

Time to cast: 5 seconds.

Prerequisite: Beast Possession, Rider Within, or (GM's option) a commitment to prevent animal exploitation.

Item

Any. *Energy cost to create:* 200.

Maneater

Regular; Resisted by Will

Causes a predatory animal to view humans (and other sapient beings) as suitable prey. Active hunters, such as big cats and raptors, seek out humans to eat. Pack animals haunt the outskirts of settlements or lonely paths. Ambush predators tend to attack humans they would otherwise

leave alone. Wolves might attack the shepherd instead of her fast-running sheep.

This spell moves humans from a non-prey to a prey category, but does not radically change the animal's behavior. A small viper can no more swallow a human than a horse, and doesn't attack either unless startled. Pets don't attack their owners, or familiar humans they have accepted as "friends".

Duration: Instantaneous.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Cure Maneater.

Molt

Regular; Resisted by HT

Causes the subject's hair, fur, etc. to fall out at random over the course of a few minutes (during vigorous activity, a few *seconds*). This reduces Appearance by one step, to a minimum of Unattractive. Animals and objects normally assessed by quality (e.g. using Connoisseur) are treated as one step less valuable. It also reduces any DR or Temperature Tolerance granted by thick fur or feathers by *half* the energy put into the spell; these reductions are cumulative with repeated casting. Skills may also incur this penalty: Disguise, Flight (when reliant on feathered wings), performances, and Sex Appeal are the most likely. Hair-based spines (such as porcupine quills) take this penalty to damage. Hair Growth reverses all penalties imposed by Molt, but Molt gets to resist.

This spell will easily sabotage any pet show; canny owners and event organizers take precautions and have Information spells at the ready. Ruins real fur clothing, stuffed animals, etc.

This is also a Body Control spell, and is not restricted to animal targets.

Instantaneous. Fur regrows within 24 hours on living creatures.

Cost: 2 per point of decrease, to a maximum of 6.

Prerequisites: Haircut or Shed.

Item

Any. *Energy cost to create:* 200.

Part Herd

Regular

Causes pack animals to flow around the subject, not approaching within 1 yard and not treating the subject as an intruder. Any threatening behavior by the subject ends

the spell. While protected, the subject can slowly pass through a herd (no more than 1 yard per second), with the animals shifting to make way. Protects against crushing, being cornered, and even stampedes, but not direct aggression.

Duration: 10 minutes.

Cost: 2. Same cost to maintain.

Prerequisites: Herd-Soother.

Item

(a) Any. *Energy cost to create:* 200. (b) Jewelry. Always on; only protects the wearer. *Energy cost to create:* 500.

Pawprints

Regular; Resisted by Will

Any tracks left by the subject look like those of an animal; the caster chooses which species at the time of casting. Unwilling subjects resist with Will. The caster must be able to visualize the tracks of the chosen animal, or have reference materials available; a roll against Naturalist or Tracking is required to produce tracks that will convince a hunter. If the subject is within SM±1 of the chosen animal, the tracks are sized appropriately; otherwise, they conform to the subject's own size.

Duration: 1 hour.

Cost: 2 to cast. 1 to maintain.

Prerequisite: Glimpse Animal or Partial Shapeshifting.

Item

Footwear. Affects the wearer only. *Energy cost to create:* 300 for an item that imitates one type of animal, 1,000 for an item that can imitate a variety of animals.

Animal Spells for Everyone

Because Beast-Soother is the standard prerequisite, most Animal spells are locked behind either Animal Empathy or three Communication & Empathy spells. However, several spells are accessible to servants, farmers, and other dabblers who deal with animals.

No prerequisites: Beast Scent, Call, Groom, Fur Growth, Glimpse Animal, Insect Repellent, Placid Beast, Shed.

Requires only Animal Empathy: Beast-Rouser, Beast-Soother, Tireless Steed.

Allowing Call (*GURPS Magic: The Least of Spells*, p. 6) to substitute for Animal Empathy makes Animal spells widely available.

Perceive Hierarchy

Area; Information

Reveals the social structure of a selected group of animals. The caster identifies any social groups that exist among them, can distinguish the members of each group, and learns how the groups are organized. If there is a pecking order, the caster learns the relative position of each individual. If animals fall into distinct groups (such as workers and drones, or pack members versus nomadic individuals) this is also revealed. For 1 hour after casting this spell, the caster can take an Evaluate maneuver to scrutinize one of the animals and learn its social position.

Base cost: 1/10.

Prerequisites: Beast Seeker and Herd-Soother.

Item

Lens or viewing glass. *Energy cost to create: 200.*

Placid Beast

Regular

Ensures that a calm, stationary animal remains docile, even in the face of loud noises or strange smells. Nearby rivals and even predators are tolerated unless aggressive. Domestic animals can be groomed, milked, and given painless medical treatment without risk of kicking, biting, or trying to escape. Wild animals permit close inspection without lashing out or fleeing. Any painful or hostile action breaks the spell, even if the animal cannot identify them as threats (e.g. aiming a firearm). Useful during firework festivals.

Duration: 1 minute.

Cost: 1. Same cost to maintain.

Item

Lens or viewing glass. *Energy cost to create: 200.*

Return Stray

Regular; Resisted by Will

Inspires an animal to return to its normal territory, paddock, pen, etc. The subject intuitively senses the easiest route to return by under its own power. If left to its own devices, it attempts to return and will seek out alternative routes if necessary. It prioritizes this goal over exploration, territorial disputes, hunting or grazing, and fear of humans, but not over immediate danger; thus, it has no effect on an animal in combat.

Duration: 1 hour, or until the destination is reached.

Base cost: 2 to cast. Same cost to maintain.

Prerequisites: Master and Beast-Seeker.

Item

Whistle. *Energy cost to create: 300.*

Reveal Parasite

Regular

Allows the subject animal to perceive parasites that are normally undetectable to it, including brood parasites it would otherwise recognize as its own kin. Most animals will try to expel or kill such imposters. Additionally, the subject senses all parasites on and within its body, even those in places it cannot observe.

Duration: 1 hour.

Base cost: 2 to cast. Same cost to maintain.

Prerequisites: Deaden Instinct.

Item

A small mirror. *Energy cost to create: 300.*

Scent of Prey

Regular; Resisted by HT

Makes the target appetizing and unthreatening to animals. They suffer a penalty equal to twice the energy put into the spell on rolls to deter or intimidate animals. All animals perceive them as weak and vulnerable (regardless of comparative size or capability). Predators regard them as ideal prey. If hungry, or on a bad or worse reaction roll, they try to kill and eat the target, unless some more pressing need (like nearby danger) prevents them.

The target does gain a minor benefit from this spell – animals aren't disturbed by their presence unless they do something threatening. This gives a bonus on Stealth rolls equal to twice the energy put into the spell for the purpose of sneaking past animals that *aren't* interested in eating them. Animals with caregiving instincts are more likely to protect the target, or offer food and shelter.

Duration: 1 minute.

Cost: 3 to cast. 2 to maintain.

Prerequisites: Beast-Rouser.

Item

Clothing or jewelry. The wearer's rolls are modified. *Energy cost to create: 200 per point of decrease.*

Shed

Regular; Resisted by HT

Causes the subject to shed hair in large quantities, without noticeable loss of hair. This gives a bonus of +1 to +4 on Tracking rolls against the subject, and on Forensics

rolls to find DNA evidence. Strangers who notice the situation react at -1. Certain Healing spells can suppress the symptoms, but Shed gets to resist.

This is also a Body Control spell, and is not restricted to animal targets.

Duration: 1 hour.

Cost: Twice the bonus/penalty to be granted. Same cost to maintain.

Item

Any; must incorporate hair or fur. *Energy cost to create: 200.*

Sheep's Clothing

Regular

The caster seems like a chosen type of animal to others of that species. All senses are affected by this disguise, as are tracks and scent trails (for the spell's duration). Creatures react as normal to the caster, potentially viewing him as a rival or mate. Herd animals typically assume he is part of the herd. The spell doesn't disguise the mage's behavior – acting in ways inappropriate for the species will confuse animals. In most cases, this includes speech, and it *always* includes spellcasting!

This is also an Illusion and Creation spell.

Duration: 1 hour.

Cost: 4 to cast. 2 to maintain.

Time to cast: 1 minute.

Prerequisites: Magery 1, Join Herd, and either Beast Scent or Simple Illusion.

Item

Clothing. Usable only by mages; only affects the wearer. *Energy cost to create: 800.*

Stampede

Area; Resisted by Will

Causes a herd to run headlong in a direction of your choice. Modifiers that affect Fright Checks, such as Fearlessness, apply to the resistance roll. Anyone in the path is liable to take 1d slams or tramples unless they can escape or evade the charging horde. Identifying the danger in time to react requires a Per-based roll against Naturalist, suitable Animal Handling (say, for cattle or horses), or Survival (Plains).

Duration: 1 minute.

Base cost: 1. Cannot be maintained; must be recast.

Prerequisites: Herd-Soother, and either Fear or the Frightens Animals disadvantage.

Item

Bell. *Energy cost to create: 1000.*

Stampeding an *entire* herd requires including them all in the spell's area. Optionally, when only part of a herd is targeted, the GM may have the rest roll Will+5 to remain calm, with a -1 penalty for every *full* 10% of the herd who have been affected. Targeting a single animal should not allow the caster to weaponize a herd of hundreds or thousands!

Suppress Venom

Regular; Resisted by HT

Prevents a venomous animal from deploying its poison. Bites and stings fail to deliver their payload. Can be cast on a swarm. Has no effect on involuntary poisons, such as skin mucus or toxic flesh.

Duration: 1 minute.

Cost: 2 to cast. 1 to maintain.

Prerequisites: Beast-Soother and Detect Poison.

Item

(a) Staff, wand, or jewelry. *Energy cost to create: 400.*
(b) Jewelry. Always on; suppresses the wearer's venom. *Energy cost to create: 400.* (c) Cage. Always on; suppresses the venom of any animal placed inside, and for one minute after removal. *Energy cost to create: 100 per cubic foot of volume.*

Sweeten Blood

Regular; Resisted by HT

Makes a target's blood particularly appetizing. The subject seems delicious to biting insects, sharks, vampire bats and other blood-sensitive creatures. They gain a bonus on Sense rolls to detect the target equal to the energy put into the spell, and bite them in preference to any other target. Anywhere fleas or mosquitoes are found, the target is constantly pestered by them.

In combat, this requires non-sentient blood-drinkers to make a self-control roll (12 or less); if they fail, they default to attacking the target, even if allies. Factors that would alter their choice of target, such as immediate threat, still apply as normal.

Unlike most Animal spells, this is *not* restricted to animal targets.

Duration: 1 day.

Base cost: 3 to cast. Cannot be maintained.

Prerequisites: Beast Summoning, and either Weaken Blood or No-Smell.

Item

(a) Vial or censer. Affects anyone sprinkled with its contents; can be refilled as normal. *Energy cost to create: 400.* (b) Jewelry. Always on; only affects the wearer. *Energy cost to create: 400.*

Swarm Mantle

Regular

Causes ordinary vermin to settle on and around the caster. Local insect density influences the number that arrive. In most outdoor areas, this attracts swarms equal to 1 + Magery within one minute. In an emergency, even 300 wasps, houseflies, etc. can (barely) protect the caster's modesty.

Being covered in insects is revolting to many people. This generally gives -2 on reaction rolls and Influence rolls, but +2 to Intimidation. The insects also give +2 on rolls to break free from a grapple, while attackers take -2 on rolls to grapple or restrain the caster. At the GM's discretion, it may affect other rolls, such as Disguise to avoid identification (but not to impersonate someone else!).

Anything grappling the caster is subject to the insects' wrath! Most insects bite and sting for 1 HP per turn, unless the victim is completely protected (see *Swarm Attacks*, p. B461).

Besides the obvious effects, this is a convenient way to transport large numbers of insects for use with other spells. Area effects harm the swarm as well as the caster.

This spell doesn't influence hostile or aggressive vermin, or those of unusual size; use Beast-Soother instead.

Duration: 10 minutes.

Cost: 4. Same cost to maintain. For double cost, gives ±4 and swarm damage is doubled.

Prerequisite: Bee Speech or Vermin Control, and Magery 1.

Item

Jewelry in the form of a bee. *Energy cost to create: 600.*

Swarm Cloud

Regular

Like Swarm Mantle, but flying insects also swirl around you like smoke. This acts like Obscure (Vision) 2 in all respects. Moreover, the swarm attacks hostile creatures within this area, in addition to those grappling you.

Duration: 10 minutes.

Cost: 6. Same cost to maintain. For double cost, gives ±4 and swarm damage is doubled.

Prerequisite: Bee Speech or Vermin Control, and Magery 1.

Item

Jewelry in the form of a bee. *Energy cost to create: 900.*

Territorial Instinct

Regular; Resisted by Will

Animals perceive the subject of this spell as an intruder on their territory, and respond as they would to another of their kind. Creatures that don't hold territories, or who aren't in their own territory, are unaffected.

Duration: 1 day.

Base cost: 3 to cast. Can't be maintained; must be recast.

Prerequisites: Beast-Rouser and Master.

Tireless Steed

Regular

Restores an animal's lost Fatigue Points, at an energy cost to the caster. Cannot increase the subject's FP score above its normal maximum. This spell is designed for casting while mounted, and the caster doesn't suffer any penalties or distraction for doing so.

Cost: Any amount; the energy spent by the caster goes to the subject as restored FP (e.g., if the caster spends 5 energy, the subject regains 5 lost FP). Casting cost is not reduced by high skill.

Prerequisite: Magery 1 or Animal Empathy (p. B40).

Item

(a) Collar, bridle, or saddle. Allows any rider to transfer FP to their mount. *Energy cost to create: 200.* (b) Wand, staff or jewelry. *Energy cost to create: 100.*

View Ontogeny

Information

Reveals the prior lifecycle of the target animal, starting from fertilization.

This is also a Knowledge spell.

Cost: 2.

Prerequisites: Beast Seeker.

Item

Lens or viewing glass. *Energy cost to create: 200.*

Ward Animal

Regular

For each point of energy put into the spell, the subject animal gains a +1 bonus on resistance rolls against spells, psi, and other exotic influences.

Duration: 1 hour.

Base cost: 1 to 5 to cast. Same cost to maintain.

Time to cast: 1 minute.

Prerequisites: Magery 1, Protect Animal and Ward.

Item

(a) Collar. Always on. Only affects the wearer. *Energy cost to create: 800.* (b) Staff or wand; the item must touch the subject. *Energy cost to create: 500.*

Worm Infusion

Area

Scatters worm cocoons throughout an area of earth. The caster walks around the area as part of casting. The worms hatch immediately, and begin digging through the soil. Within a week, they can transform hard-packed soil into ordinary soil, or ordinary soil into loose soil. Within two weeks, they can convert plant waste into compost, or mix compost into the earth – enough to turn sand into low-quality soil that supports plant life, or improve the quality of existing soil.

Duration: Instantaneous.

Base cost: 1/5.

Time to cast: As required to walk around the area (minimum 1 minute).

Prerequisites: Beast Summoning and Purify Earth.

Item

Jewelry, which is shaken over the target earth as part of the spell. Usable only by a mage. *Energy cost to create: 500.*

Embezzled Spells

Animal mages create variants of other colleges' spells for their own use. Except as noted, the spells below work as described in **GURPS Magic**. They are limited to animals of IQ 5 or less, unless otherwise specified. Many are variants of Mind Control spells, which do not work on animals.

*Animal Avoidance: As Avoid (**Magic**, p. 140).*

Prerequisites: Any Repel Animals spell.

*Animal Lure: As Lure (**Magic**, p. 1137). Prerequisites: Animal Avoidance.*

*Bless Animal: As Bless (**Magic**, p. 129). Cost: 5 for a 1-point blessing, 25 for a 2-point blessing, 250 for a 3-point blessing. Prerequisites: Magery 3 and Protect Animal.*

Daze Animal: As Daze. Prerequisite: Master.

*Grant Animal Intelligence: As Wisdom (**Magic**, p. 135). Temporarily raises the IQ of any living animal. Cost is 3 energy per level of IQ, maximum IQ 15. One-third to maintain. Prerequisites: Magery 1 and Beast Speech.*

Hearten Animals: As Bravery. Brave animals are not skittish; sheep and birds do not scatter when someone approaches, and horses do not shy at harmless objects. Birds attack snakes and rodents that threaten their nests. Intelligent animals readily their natural curiosity. Herd animals confront predators as a group, unless they are overwhelmingly dangerous. They remain wary and alert, and recognise familiar dangers. Instils courage, not foolishness. Base cost: 1. Prerequisite: Activate Instinct.

Panic Animals: As Panic. Prerequisite: Frighten Animals.

Rear Vision (Animal): As the Mind Control spell. Prerequisite: Activate Instinct.

Sense Animal Spirit: As Sense Spirit, but finds totem spirits, archetypes, and other spirit beasts. Base cost: 1/2 (minimum 1). Prerequisites: Magery 1 and either Sense Spirit or Beast-Seeker.

Vigilant Beast (H): As Vigil. Prerequisites: Magery 1 and Inexhaustible Steed. Cost: 5.

Spell Techniques

Advanced Animal mages may learn to wield their spells in unusual ways. These options are available as techniques.

Bee Writing

Hard

Default: Bee Speech-2; cannot exceed Bee Speech.

Prerequisite: Bee Speech.

When the message is delivered, the bees form themselves into written words, rather than sounding the message out loud. As well as its usefulness with friends who are hard of hearing, it allows relatively stealthy communication. Optionally, the caster can write a message rather than speaking it.

Esoteric Protection

Hard

Default: Protect Animal-5.

Prerequisite: Protect Animal.

The DR granted by the spell applies against damage that normally bypasses armor, including respiratory and blood agents, spells such as Deathtouch, and Maledictions. This is effective against a single power source (e.g. divine); for an additional -5, which can be bought off, it's effective against *all* such attacks. It doesn't protect against Follow-Up effects or ongoing Cyclic damage.

Inky Escape

Hard

Default: Ink Jet-4; cannot exceed the lower of these spells.

Prerequisite: Ink Jet and either Swim or Water Jet.

You can combine your Ink Jet with a burst of pressure that hurls you backward. You take yards of knockback equal to the energy put into the spell; measure the ink cloud's origin from your new position. As these are simultaneous, determine any reaction to your movement after the ink cloud is in place.

Irresistible Blood

Hard

Default: Sweeten Blood-4.

Prerequisite: Sweeten Blood.

Sentient creatures (IQ 6+) are also subject to the spell's effects in combat.

Protective Mantle

Hard

Default: Swarm Mantle-2.

Prerequisite: Swarm Mantle.

Instead of rushing to your defense, the swarm protects you with their lives. You get DR 2 against burning and corrosive damage, and count as wearing light clothing for the purpose of contact agents. The swarm does not attack creatures that grapple you.

Sapient Speech

Hard

Default: Varies.

Prerequisite: Beast Speech.

While speaking to an animal, it is treated as IQ 6 for the purpose of understanding you and responding to your questions. The default penalty is equal to (6 - subject's IQ). For example, a cat (IQ 4) would give a -2 penalty.

Specificity

Hard

Default: Prerequisite spell-3.

Prerequisite: Animal Avoidance or Animal Lure.

Allows designating a particular category, kind, or species of animal to be affected by the spell.

Silken Bandages

Hard

Default: Spider Silk-2; cannot exceed Spider Silk.

Prerequisite: Spider Silk.

You can spend 10 seconds to swathe an injury in silken threads, which function as ordinary bandages (p. B289). The bandages persist until removed, need not be maintained, and do not count as a spell "on". Ranged bandaging is possible!

Modifiers: Hit location penalties for ranged bandaging or unwilling targets. Modifiers under *Time Spent* (p. B346) can be applied for rapid bandaging.

Xenoreading

Hard

Default: Varies; cannot exceed prerequisite skill.

Prerequisite: Analyze Heredity or Body-Reading.

This technique allows you to buy off physiology penalties for reading unfamiliar species. Each group of related species (canines, equines, human-like sapients) is a separate technique, but it applies to all relevant spells.

Web Line

Hard

Default: Spider Silk-1; cannot exceed Spider Silk.

Prerequisite: Spider Silk.

Allows safe, rapid descent from any solid attachment point, as a spider descends on a line. Treat as rappelling (**Action 2: Exploits**), with the casting roll replacing the Climbing roll. *Modifiers:* Modifiers under *Time Spent* (p. B346) can be applied.

Animal Spells for the Dungeon

When making camp, use Animal Avoidance (p. 36) and cast Vigilant Beast (p. 36) on guard dogs. Use Daze Animal (p. 36) to slip past *other* people's guard dogs. Use Sweeten Blood (p. 34) on foes who employ bats and bugs, and Feral (p. 29) to turn pets against their owners. Suppress Venom (p. 34) is useful against snakes, spiders, and octopi. Borrow Senses (p. 26) and Eyes of the Flock (p. 28) allow stealthy scouting.

Animal Spell Table

Animal Spell List and Prerequisites

Prerequisite counts follow the updated values in *Thaumatology*.

* indicates a VH spell ; S Same cost to maintain ; H Half cost to maintain ; X Special cases apply.

M: *GURPS Magic* ; AS: *GURPS Magic: Artillery Spells* ; DS: *GURPS Magic: Death Spells* ; LS: *GURPS Magic: The Least of Spells*.

Source	Spell Name	Class	College	Duration	Energy	Time to cast	Prereq.	Pre. Count
DS 9	Abominable Alteration	Regular/ R-HT or Will	Animal	Instant	11	10 sec.	Magery 3, Alter Body, and Shapeshift Others for the appropriate animal	0
p. 25	Activate Instinct	Regular/ R-Will	Animal	1 min.	1	1 sec.	Beast-Soother and Beast-Rouser	2
M 30	Animal Control	Regular/ R-Will	Animal	1 min.	Varies	1 sec.	Beast-Soother	1
p. 25	Atavism	Regular/ R-HT	Animal	1 hour	4/2	3 sec.	Magery 1, Feral, and View Ontogeny	6
M 30	Beast Link	Regular	Animal	Special	3	5 sec.	Beast Summoning	2
M 32	Beast Possession	Regular/ R-Will	Animal	1 min.	6/2	5 sec.	Rider Within or Possession	4
p. 25	Beast Scent	Regular/ R-HT	Animal	1 min.	1	1 sec.		0
M 32	Beast Seeker	Information	Animal	Instant	3	1 sec.	Seeker or Beast Summoning and 2 Seek spells	4
M 31	Beast Speech	Regular	Animal	1 min.	4/2	1 sec.	Beast Summoning	2
M 30	Beast Summoning	Regular	Animal	1 min.	3/2	1 sec.	Beast-Soother	1
M 30	Beast-Rouser	Regular	Animal	1 hr.	1 to 3	1 sec.	Vexation or Animal Empathy	0
M 29	Beast-Soother	Regular	Animal	Perm	1 to 3	1 sec.	Persuasion or Animal Empathy advantage	0
p. 25	Bee Speech	Regular	Animal	Varies	Varies	Varies	Vermin Control and either Beast Speech or the Speak with Animals advantage	3
p. 26	Borrow Senses	Regular/ R-Will	Animal	1 min.	Varies/S	1 sec.	Beast Speech.	3
LS 6	Call	Regular	Animal	Instant	1	1 sec.		0
p. 26	Conceal Nest	Area	Animal	1 day	1/4	1 sec.	Hide Animals	14
p. 26	Control Herd	Area/R-Will	Animal	1 min.	Varies/H	1 sec.	Magery 1, Herd-Soother and the appropriate Animal Control spell	3
AS 10	Creeping Plague	Area	Animal	1 min.	2/S	2 sec.	Magery 5, Beast-Summoning, and Vermin Control – or Magery 4 and Create Animal	0
p. 26	Cure Maneater	Regular/ R-Will	Animal	Instant	3	10 sec.	Beast-Soother	1
p. 26	Deaden Instinct	Regular/ R-Will	Animal	10 min.	2/1	1 sec.	Activate Instinct	3

Source	Spell Name	Class	College	Duration	Energy	Time to cast	Prereq.	Pre. Count
p. 27	Decipher Marking	Regular	Animal	10 min.	2/1	1 sec.	Beast Speech	3
p. 27	Dehybridize	Regular/ R-HT	Animal	1 hour	8/4	1 sec.	Magery 1, Feral, and View Ontogeny	6
p. 27	Discern Habitat	Information	Animal	Instant	2	1 sec.	Discern Territory.	5
p. 27	Discern Territory	Information	Animal	1 day	2	1 sec.	Decipher Marking	4
p. 27	Evoke Animal	Regular/ R-Will	Animal	1 hour	1 to 3/S	10 sec.	Beast Speech and Persuasion	6
p. 28	Expel Parasites	Regular; Special Resistance	Animal	Instant	4	5 sec.	Beast-Summoning or Cleansing	3
p. 28	Exude Slime	Regular/ R-HT	Animal	1 min.	3/2	1 sec.	Magery 1, Spider Silk, and at least one spell from the Body Control and Water schools	5
p. 28	Eyes of the Flock	Area	Animal	1 min.	1/3/S	1 sec.	Magery 1 and Rider Within	4
p. 29	Fearless Steed	Regular	Animal	1 hour	2/S	1 sec.	Beast-Soother	1
p. 29	Feral	Regular/ R-Will	Animal	1 hour	2	1 sec.	Beast-Rouser or Forgetfulness	1
p. 29	Frighten Animals	Regular/ R-Will	Animal	1 min.	4/2	1 sec.	Beast-Rouser and Master	2
p. 29	Fur Growth	Regular/ R-HT	Animal	1 hour	2/S	1 sec.		0
p. 29	Glimpse Animal	Information	Animal	Instant	2 to 5	5 sec.		0
M 34	Great Shapeshift	Special	Animal	1 min.	20/H	5 sec.	M3, Alter Body, 4 Shapeshifting, 10 other spells	26
LS 6	Groom	Regular	Animal	1 min.	1/S	2 sec.		0
p. 29	Herd-Soother	Area	Animal	Lasting	Varies	1 sec.	Beast-Soother	1
p. 30	Hide Animals	Area	Animal	1 hour	1 to 3/S	1 min.	Protect Animal and Blur	13
p. 30	Howl	Regular/ R-Will	Animal	1 min.	1	1 sec.	Beast-Rouser	1
M 30	Hybrid Control	Regular/ R-Will	Animal	1 min.	6/3	1 sec.	2 Control spells	3
p. 30	Hypoallergenic	Regular/ R-HT	Animal	1 hour	1/S	3 sec.	Two Animal spells or Relieve Sickness	2
p. 30	Inexhaustible Steed	Regular	Animal	1 hour	2 to 5/S	1 sec.	Magery 1 or Animal Empathy (p. B40), plus Tireless Steed	1
p. 30	Ink Jet	Regular	Animal	Instant	3 to 5	1 sec.	Exude Slime, or Fog and Spider Silk	6
LS 15	Insect Repellent	Regular	Animal/ Protection	1 hour	1/S	10 sec.		0
p. 31	Instant Metamorphosis	Regular/ R-HT	Animal	1 hour	2	5 sec.	Magery 1 and Four Animal spells, including Molt	4
p. 31	Join Herd	Regular/ R-Will	Animal	1 day	2/S	1 sec.	Beast-Soother	1

Source	Spell Name	Class	College	Duration	Energy	Time to cast	Prereq.	Pre. Count
p. 31	Know Prey	Information/ R-Will	Animal	Instant	2	1 sec.	Beast-Soother	1
p. 31	Liberate Animal	Regular/ R-spell on subject	Animal	Instant	5	5 sec.	Beast Possession, Rider Within, or (GM's option) a commitment to prevent animal exploitation	4
p. 31	Maneater	Regular/ R-Will	Animal	Instant	3	10 sec.	Cure Maneater	2
M 30	Master	Reg./ Block./ R-IQ	Animal	Indefinite	2	1 sec.	Beast-Soother	1
p. 32	Molt	Regular/ R-HT	Body/ Animal	Instant	2 to 6	1 sec.	Haircut or Shed	1
p. 32	Part Herd	Regular	Animal	10 min.	2	1 sec.	Herd-Soother	2
M 34	Partial Shapeshifting	Regular/ R-Will	Animal	1 hr.	Varies	10 sec.	M3, Shapeshift Others, Shapeshifting Alter Body	21
p. 32	Pawprints	Regular/ R-Will	Animal	1 hour	2/1	1 sec.	Glimpse Animal or Partial Shapeshifting	6
p. 33	Perceive Hierarchy	Area; Information	Animal	Instant	1/10	1 sec.	Beast Seeker and Herd-Soother	7
M 32	Permanent Beast	Regular/ R-Will	Animal	Indefinite	20	1 min.	M2, Beast Possession Possession	7
M 33	Permanent Shapeshifting	Regular	Animal	Indefinite	Varies	1 min.	M3, Shapeshifting Shapeshifting	10
p. 33	Placid Beast	Regular	Animal	1 min.	1/S	1 sec.		0
M 32	Protect Animal	Area	Animal/ Protection	1 min.	1/S	1 min.	Armor, Watchdog, 3 Animal spells	8
M 31	Repel Animal	Area/R- HT	Animal	1 hr.	Varies	10 sec.	1 Control spell	2
M 31	Repel Hybrids	Area/R- HT	Animal	1 hr.	6/3	10 sec.	Hybrid Control	4
p. 33	Return Stray	Regular/ R-Will	Animal	1 hour	2/S	1 sec.	Master and Beast-Seeker	4
p. 33	Reveal Parasite	Regular	Animal	1 hour	2/S	1 sec.	Deaden Instinct	4
M 31	Rider	Regular	Animal	5 min.	2/1	1 sec.	1 Control spell	2
M 31	Rider Within	Regular	Animal	1 min.	4/1	3 sec.	2 Control spells	3
p. 33	Scent of Prey	Regular/ R-HT	Animal	1 min.	3/2	1 sec.	Beast-Rouser	1
M 33	Shapeshift Others	Special/ R-Will	Animal	1 hr.	Varies	30 sec.	M2, Shapeshifting for that form	9
M 32	Shapeshifting	Special	Animal	1 hr.	Varies	3 sec.	M1, 6 other spells	7
p. 33	Shed	Regular/ R-HT	Body/ Animal	1 hour	2 to 8	1 sec.		0
p. 34	Sheep's Clothing	Regular	Animal	1 hour	4/2	1 min.	Magery 1, Join Herd, and either Beast Scent or Simple Illusion	3
M 32	Spider Silk	Missile	Animal	1 min.	1/5 yds.	1 sec.	M1, 2 Animal spells	3

Source	Spell Name	Class	College	Duration	Energy	Time to cast	Prereq.	Pre. Count
p. 34	Stampede	Area/R-Will	Animal	1 min.	1	1 sec.	Herd-Soother, and either Fear or the Frightens Animals disadvantage	2
p. 34	Suppress Venom	Regular/R-HT	Animal	1 min.	2/1	1 sec.	Beast-Soother and Detect Poison	3
p. 35	Swarm Cloud	Regular	Animal	10 min.	6/S	1 sec.	Bee Speech or Vermin Control, and Magery 1	2
p. 35	Swarm Mantle	Regular	Animal	10 min.	4/S	1 sec.	Bee Speech or Vermin Control, and Magery 1	2
p. 34	Sweeten Blood	Regular/R-HT	Animal	1 day	3	1 sec.	Beast Summoning, and either Weaken Blood or No-Smell	4
p. 35	Territorial Instinct	Regular/R-Will	Animal	1 day	3	1 sec.	Beast-Rouser and Master	2
DS 10	Thousand-Legged Demise	Regular/R-Will	Animal	1 sec.	11	5 sec.	Magery 3, Vermin Control, and any one Shapeshift Others spell	0
p. 35	Tireless Steed	Regular	Animal	Instant	Varies	1 sec.	Magery 1 or the Animal Empathy advantage	0
p. 36	View Ontogeny	Information	Animal	Instant	2	1 sec.	Beast Seeker	5
p. 36	Ward Animal	Regular	Animal	1 hour	1 to 5/S	1 min.	Magery 1, Protect Animal and Ward	10
p. 36	Worm Infusion	Area	Animal	Instant	1/5	1 min.	Beast Summoning and Purify Earth	12

Sources and Resources

Inspiration

Animal spells are more common in folklore than fiction. Shapeshifting and the ability to speak with animals are common tropes, but are often inherent powers or talents rather than spells. Many supernatural antagonists can see through the eyes of beasts, as did Odin, but this rarely requires a ritual. The most widespread *spells* are turning people into frogs (as *the Frog Prince*) and other beasts (Circe in *The Odyssey*), or curses placed on farmyard animals by angry fairies and witches.

Fiction

Applegate, K. A. *The Invasion* (Scholastic, 1996). First in a series about teenagers caught up in a secret alien invasion, and granted the power to take animal form to fight a guerilla war.

Garner, Alan. *The Weirdstone of Brisingamen*. The northbrood's magic calls crows to serve as their spies and harriers.

Pratchett, Terry. *Equal Rites*. Witches can ride in the minds of animals, a talent called Borrowing, but run the risk of forgetting themselves and being trapped forever in their stolen form.

Rice Burroughs, Edgar. *Tarzan of the Apes* (A. C. McClurg, 1912). Though the series lacks explicit magic, Tarzan has an uncanny degree of influence over animals. In addition to his loyal companions, he can communicate with many kinds of animals, warning them to flee danger or spurring them into battle. He exhibits the keen senses and brachiation of great apes, and inhuman resilience.

Saki. *Tobermory*, in *The Chronicles of Clovis* (The Bodley Head, 1911). An enterprising scientist teaches his friends' cat to speak, with alarming results.

Animal Man by various authors (DC). Buddy Baker can borrow the powers of animals to fight as a costumed superhero. Like most DC heroes, he appears in a wide range of other titles.

Television

Bravestarr (Lou Scheimer, 1987-1988). The eponymous marshal can draw on animal spirits to gain impossible strength, speed, and senses in his efforts to protect New Texas from crooks and villains.

Captain Planet and the Planeteers (Barbara Pyle and Ted Turner, 1990-1992). Super-environmentalists with elemental powers. Ma-Ti wields the power of heart, allowing him to influence animal behaviour (as well as humans).

Manimal (Glen A. Larson and Donald R. Boyle, 1983). Wealthy dilettante Dr. Jonathan Chase solves crimes by shapeshifting into animals or borrowing their powers.